DEFENSE INFORMATION SYSTEMS AGENCY
JOINT INTEROPERABILITY AND ENGINEERING ORGANIZATION
10701 PARKRIDGE BLVD.
RESTON VIRGINIA 22091-4398

IN REPLY REFER TO Center For Standards 6 November 1996

Memorandum for Distribution

SUBJECT: Minutes - Symbology Standards Management Committee (SSMC) Comment Resolution Meeting, 31 October-1 November 1996

1. Introduction. The Symbology Standards Management Committee (SSMC) Comment Resolution meeting was called to order at 0830 hours, 31 October 1996, by the Chair, CDR Rocky Wells, Syntax and Symbology Division, Center for Standards (CFS), Joint Interoperability and Engineering Organization (JIEO), Defense Information Systems Agency (DISA). Thomas Beal, Logicon JIEO support, welcomed the committee and began introductions. The following voting member organizations were represented by the individuals listed:

Assistant Secretary of Defense for Command, Control, Communications, and Intelligence	
Central Imagery Office	
Chairman, Joint Chiefs of Staff	LTC Roper
Chief of Staff, U.S. Air Force	Mr. Gregg Noud
Chief of Staff, U.S. Army	LTC Salice
Chief of Naval Operations	Mr. Pucci
Commandant of the Marine Corps	Maj Krivdo
Commander in Chief, U.S. Atlantic Command	
Commander in Chief, U.S. European Command	
Commander in Chief, U.S. Central Command	
Commander in Chief, U.S. Pacific Command	
Commander in Chief, U.S. Southern Command	
Commander in Chief, U.S. Space Command	
Commander in Chief, U.S. Special Operations Command	
Commander in Chief, U.S. Strategic Command	
Commander in Chief, U.S. Transportation Command	
Department of Transportation, U.S. Coast Guard	
Director, Defense Intelligence Agency	
Director, National Imagery and Mapping Agency	Mr. Gleason

The roster of attendees is provided in enclosure 1.

2. Approval of previous meeting minutes. The Chair presented the 17 September 1996 meeting minutes and asked for recommended changes. No changes were offered, and the minutes were approved without change.

3. MCEB review. The Chair provided a brief overview of the Military Communications-Electronics Board (MCEB) meeting that was held 30 October 1996. CDR Wells advised that GEN Buckholtz wants to push forward with MIL-STD-2525A. The services are requesting operational testing before implementation of the standard. The Air Force was assigned the role of lead testing agent for this project. An $800,000 estimate was presented by the services as a workable budget for the Phase I validation testing for MIL-STD-2525A. The MCEB postponed their final test plan decision for 60 days until the services report back with an operational test plan that would satisfy each service's testing requirements.

CDR Wells was tasked to review the Global Command and Control System (GCCS) symbology compare MIL-STD-2525A symbology, and report back to MCEB.

4. **Old business.** Thomas Beal, Logicon JIEO support, reviewed open action items.

Action Items:

AI 96-4. *Report on symbol ID construction.* The symbol ID analysis was presented by Mr. Cincala. After a lengthy discussion, a workable coding scheme was developed and approved. AI 96-4 is closed.

AI 96-17. *LTC Salice will compose an operational test plan that will focus on the Army's implementation aspect of the symbology. He will distribute the plan through the symbology e-mail list (symbol@itsi.disa.mil) or by fax.* AI 96-17 remains open.

AI 96-18. *Services are to develop comments on LTC Salice's draft operational test plan by the next SSMC meeting*. LTC Salice will organize a test plan based on service input and then submit it to the Air Force for presentation to J-6. AI 96-18 remains open.

AI 96-19. *ASPO will report a cost estimate and time line for getting GSD updated to MIL-STD-2525A.* Presentation by Mr. Scott Herman (enclosure 2). AI 96-19 was closed.

AI 96-20. *ASPO will provide a cost estimate and time line for preparing the ITT software specific to the "OPTION B" design presented by Dr. Fernandes in the 6 September 1996 ad hoc working group meeting* (enclosure 3). AI 96-20 was closed.

AI 96-21 *Members are to review the draft validation test plan and provide feedback to LTC Roper within 2 weeks (1 October 1996) for closure of the issue.* AI 96-21 was closed.

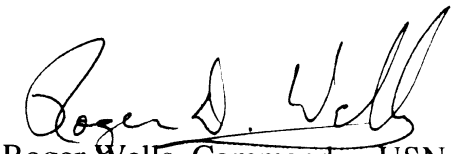
AI 96-22. *Comments on the draft Configuration Management Plan are to be prepared and returned to Logicon by 30 November 1996.* AI 96-22 remains open.

5. New business

SD-1 Coordination. SD-1 comments were presented to the committee and either approved,

disapproved, tabled, or noted. Enclosure 4 lists the comments and the concluding resolutions.

6. SSMC meeting adjourned. The Chair adjourned the SSMC meeting at 1500 hours on 1 November 1996. The next SSMC/CCB is tentatively scheduled for 28 January 1997.



Roger Wells, Commander, USN
Chair, Symbology Standards
Management Committee

Distribution
Enclosures

1. Attendee roster
2. GSD presentation slides
3. ITT presentation slides
4. SD-1 Comment Resolution paper

DISTRIBUTION:

Chief of Naval Operations (N62), Attn: LCDR Dennis Pendergist, 2000 Navy Pentagon, Washington, DC 20350-2000
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U.S. Army, PEOMD/SFAE-AMD-TSD-E, ATTN: Mr. TED Hennings, Post Office Box 1500, Huntsville AL 35807-3801

U.S. Army, PM Intelligence Fusion Office, ATTN: Bob Gyger, 1616 Anderson Rd., Mc Lean, Va 22102-1616

U.S. Army Research Lab, Human Research and Engineering, ATTN: AMSRL-HR-SD (Mr. Salvatore Schipani), APG, MD 21005-5425

U.S. Army Research Lab-HRED, CECOM, Field Element, ATTN: AMSRL-HR-ML (J. Zeman), Ft Monmouth, NJ 07703-5630

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USEUCOM/ECJ6, ATTN: Ms. Diane Gorzoch, APO AE 09128-4209

USPACOM/J6I, ATTN: Major Frank Rossi, Systems Integration Division, Camp H.M. Smith, HI 96861

USSOCOM/SOJ6-ID, ATTN: Ms. Angela Morrell, 7701 Tampa Point Blvd., MacDill AFB, FL 33621-5323

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USSPACECOM, HQ USSPACECOM/J5X, ATTN: LtCol Steve Clarke, 250 S. Peterson Blvd, Suite 116, Peterson AFB, CO 80914-3130

USSPACECOM, SMC/CWIX, ATTN: Lt Robert Russel, 155 Discover Blvd, Suite 1062, Los Angeles AFB, CA 90245-1062

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USTRANSCOM/TCJ6, ATTN: Colonel John Shackelford Building. 1961, 508 Scott Drive, Scott AFB, IL 62225-5357

ENCLOSURE 1

ATTENDEE ROSTER

SD-1 Comment Resolution/Symbology Standards Management Committee Meeting

31 October-1 November 1997

Beal, Thom	Mr.	Logicon
Chadwell, Michael	Mr.	ASPO
Cincala, Steve	Mr.	Logicon
Dowd, Steve	Mr.	HQ ACC/DR-SMO-IS (HTI)
Fernandes, Kathy	Dr.	NRAD, Code 4222
Gleason, Daniel	Mr.	DMA
Gyger, Robert D.	Mr.	Intel Fusion PMO
Helmick, Bill	CW03, USN	NCTSI, N522
Herman, Scott	Mr.	ASPO Support
Horton, Mona	Ms.	NCTSI, Logicon
Keays, Ann	Ms.	MCCDC, Quantico
Krivdo, Mike	Maj, USMC	MCCDC, Quantico
Kukrus, Barbara	Ms.	Logicon
Pucci, John	Mr.	SPAWAR
Roper, Ned	LTC, USA	JCS, J6I
Roth, Michael	Mr.	ASPO support
Salice, Hank	LTC, USA	HQDA DAMO - FDQ
Schipani, Sal	Mr.	ARL
Scott, Leigh	Ms.	Logicon

ENCLOSURE 2

Recent GSD News

- Included in the DII/COE
- Integration with JMTK about to proceed
- Selected as finalist in NPIC's Pathfinder 97 Initiative
- Being considered for inclusion into DIA's Joint Intelligence Virtual Architecture (JIVA)
- Mike Chadwell taking over MAJ Wright's GSD duties at ASPO
- Preparing for MIL-STD-2525A upgrades to GSD

Graphical Situation Display (GSD) Upgrade for MIL-STD-2525A

31 October 1996

GSD Upgrade for MIL-STD-2525A

- ASPO submitted list of comments and questions related to draft MIL-STD-2525A
- ASPO and TRW have requested assistance in resolving a number of implementation issues concerning new symbols and battlefield graphics
  - LTC Clark has offered to help
- TRW has identified the specific GSD changes required to implement MIL-STD-2525A

GSD Modifications for MIL-STD-2525A

- Icon Id changes impact virtually every component of GSD
  - 15 character Icon Id
  - New icon Id structure, includes Country Codes
  - New symbol hierarchy
- New single point symbols affect GSD Draw library
  - Warrior icon data set (~1300 icons for each frame shape)
  - Tactical graphics (~28 icons)
  - Weather (~24 icons)
  - Signal Intercept symbol set
  - Ensure that all symbols conform to MIL-STD-2301 CGM standard

GSD Modifications for MIL-STD-2525A Continued

- Symbol display changes affect GSD Draw and Resource libraries
  - Dashed frame and solid icon for planned/anticipated
  - Direction of movement indicators for Land Equipment differ from indicators used with all other symbols
  - Allow Land Equipment rotation when unframed
  - Allow various display options (Frame On/Off, Fill On/Off, Symbol Icon/Point)
  - Anticipated changes for new tactical graphics displays

GSD Modifications for MIL-STD-2525A Continued

- Amplifying text changes affect the GSD Message, DataView, Utility, Resource, Draw, and Database libraries
  - Add new Altitude/Depth (X), Location (Y), and Speed (Z) fields
  - Move existing Higher Formation (M), Evaluation Rating (J), Combat Effectiveness (K), and Signature Equipment (L) fields
  - Change field sizes for Higher Formation, Unique Designation, and Type of Equipment
  - Add (J)oker and (F)aker to field “E”
  - Change field “N” enemy value from “EN” to ENY”
  - Add coding scheme for Evaluation Rating (K)

GSD Modifications for MIL-STD-2525A Continued

- New Multiple Point Symbology affects GSD Draw, Pick and Utility Libraries
  - Tactical Graphics (~68 symbols)
  - Weather Graphics (~30 symbols)
  - Must program a specific draw module for each new symbol
  - Possible new fields in the Icon Data Record (such as enemy location for Front Lines)
- GSD Interface Control Document (ICD) changes
- Update to GSD Demonstration Software

GSD Upgrade Costs and Schedule

Icon Id Change.....	$113K
Single Point Symbology.....	$66K
Symbol Display Changes.....	$30K
Amplifying Text Changes.....	$75K
Multiple Point Symbology.....	$353K
ICD Update.....	$88K
Update Demonstration SW.....	$20K
Total	$745K

- ASPO has $250K in GSD budget for this upgrade and is attempting to identify sources to fund remaining $495K
- With continued funding, TRW estimates work would be completed by March 97

ENCLOSURE 3

Interactive Training Tool (ITT) and the MIL-STD-2525A Validation Test

31 October 1996

ITT and the MIL-STD-2525A Validation Test

- *Automated testing will be performed using standard tactical hardware (i.e., SunSparc or HP workstations)*
  - ITT supports a number of SUN workstation platforms
  - Port of ITT software is required for HP workstations
- *Test will use operational software that has been instrumented for performance recording*
  - ITT always does performance recording
- *A description of the task (e.g., select all hostile air tracks) will be displayed on the workstation monitor*
  - ITT can accomplish this via annotations on the image being displayed or as a voice-over at the time the image is being loaded

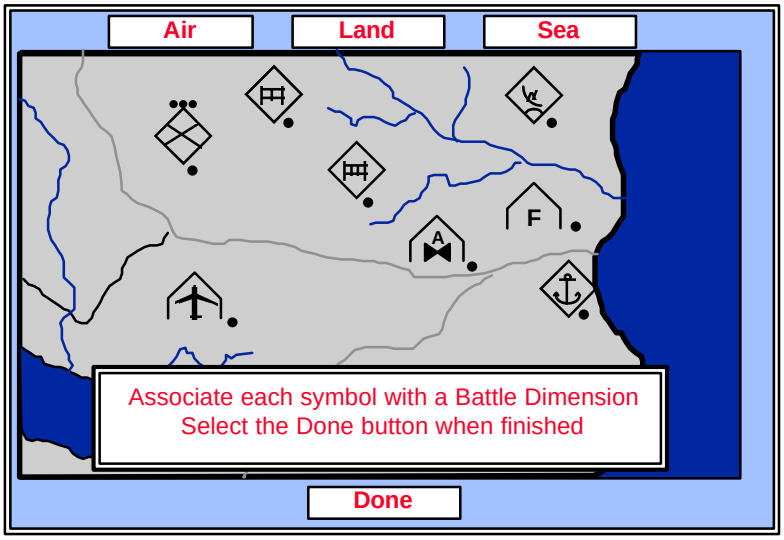
ITT and the MIL-STD-2525A Validation Test

- *The operator will click on a Start button to present a set of symbols displayed on a map background and start the clock. The operator will select symbols that match the task and then click a Done button when finished to stop the clock*
  - ITT Version 3.1 includes a begin test *Acknowledge* button that starts a timer and a *Done* button to indicate completion
  - Elapsed time and number of errors per test can then be printed or reviewed
  - Timer countdown and forced end of test could be implemented to simulate time stress during the test
- *The symbology will be presented on a tactical display representative of what the operator would encounter in a joint environment*
  - No ITT software modifications required

ITT and the MIL-STD-2525A Validation Test

- *A number of map products will be selected to represent the range of backgrounds upon which the new symbology will likely be displayed*
  - Requires a substantial change to ITT software
  - The supported color set for annotations must be expanded from the current 16 colors to 32-48 colors to support ADRG map displays

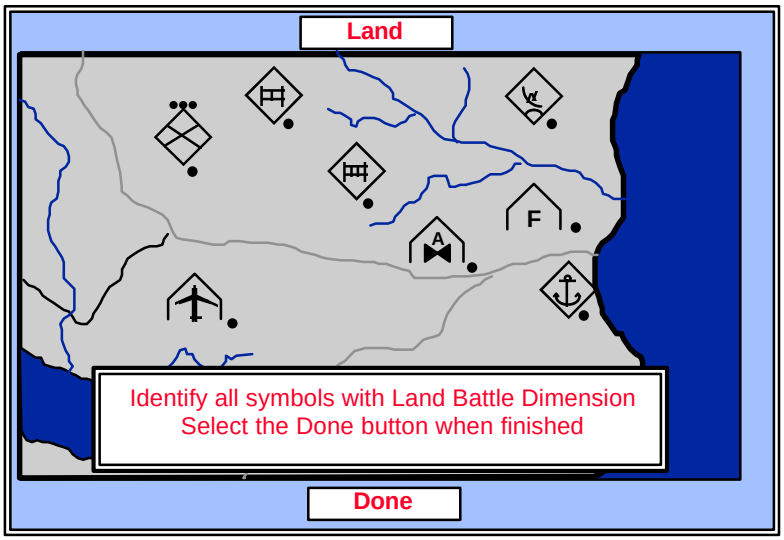
ITT Test Screen Example 1



5-11/21/96

USASSDC

ITT Test Screen Example 2



6-11/21/96

USASSDC

Proposed Schedule

Months 0-2:

- Design, Code, and Test modifications to ITT V3.1 as needed to support Map Product Display, and install at the test development site

Months 3-4:

- Prepare detailed test plan, get government review and concurrence with test validity

Months 5-10:

- Govt. acquires imagery and map products for test and overlays these products with test symbol graphics
- ITT personnel incorporates Govt. provided imagery and maps (with overlays) into ITT

Proposed Schedule
(Continued)

Month 11:

- Perform ITT Quality Assurance and Final Review procedures of completed test
- Deliver test and revised ITT software to government for acceptance

Month 12:

- Support Government during testing

Rough Labor Estimate

Projected Labor for Software Development/Modification:

ITT port to HP platform .....11 man weeks
Additional colors for map display..... 4 man weeks
Countdown timer to simulate time stress ....1 man week
Software support to test developers ..... 4 man weeks
Total ..... 20 man weeks

Projected Labor for Test Development:

Course developer ..... 3 man weeks
Data Production ..... 4 man weeks
Quality Assurance ..... 2 man weeks
Management ..... 6 man weeks
Total ..... 15 man weeks

Total projected labor for the required tasks is 35 man weeks.

Rough Cost Estimate

- A rough cost estimate for the 35 man weeks of labor is $120K
- This estimate is based on the following assumptions:
  - Govt. will provide overlaid maps and images for test
  - 80 to 100 frames of map or imagery data are adequate to administer the test
  - ITT specialists will assist with generation of the test
  - ITT personnel will play a minimal role in administering the test (i.e., will be on hand to make sure the test runs smoothly)
  - All modifications to ITT source code will be made by ITT contractor personnel

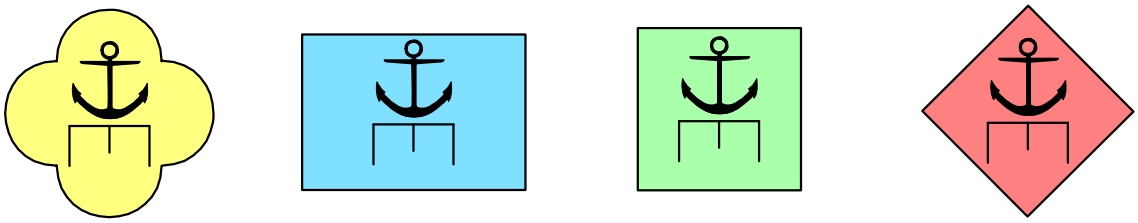
ENCLOSURE 4

CONTENT			
Number	Sponsor	Pg	Comment
C-NIMA-1	NIMA	2	FIGURE 1 Consider allowing the publication of special symbol sets as separate parts of a multi-part standard, rather than appendices to a single MIL-STD-2525A. Refer to MIL-STD-962C, section A.4.3.2. Publication as multi-part standards would allow each part to be updated and revised independently of the other parts. This format would allow the special symbol sets to be issued and revised independently of the other parts, as suggested in paragraph 1.4.b of MIL-STD-2525A. Example: Basic warfighting MIL-STD-2525-1A Weather MIL-STD-2525-2 SIGINT MIL-STD-2525-3 Mapping MIL-STD-2525-4 etc. MIL-STD-2525-n One difficulty with this method is that some of the special symbol sets, such as weather, are indicated as "for guidance" only, while others may be mandatory. It would be pointless to publish a standard that was for guidance only. Perhaps those could be included as appendices of MIL-STD-2525A, while others that are intended for compliance could be published as separate parts of the main warfighting symbology standard. FYI - The DMA vector product symbology already has a number assigned, MIL-STD-2412. It is likely that this document will be considerably different in format than MIL-STD-2525A. It has not yet been determined how it will be published, whether to incorporate it as an appendix to 2525B?, a separate part, i.e., 2525-4, or keep its original number as a separate document.
SSMC Response	Tabled until next edition.		
C-ASPO-2	ASPO	3	Section 1.4a should be updated. The recently approved USMTF Graphical Report (GRAPHREP) message format was developed for the specific purpose of passing MIL-STD-2525 information, and should be mentioned in this section along with the NITF format.
SSMC Response	Approved. Change last sentence to read 'Transmission vehicles are being concurrently developed in the United States Message Text Format (USMTF) (GRAPHREP message) and Variable Message Format (VMF) communities.		
C-JITC-3	JITC	9	Define: MASS (used on page 394.)
SSMC Response	Disapprove. It is a symbol.		
C-NIMA-4	NIMA	9	Acronym List. Suggested: Add "GGI&S Geospatial Information and Services" to acronym list.
SSMC Response	Disapprove. It is not used in the standard.		
C-JITC-5	JITC	10	Define: OOTW (used on page 394.)
SSMC Response	Approved. The definition has been updated to MOOTW. Military Operations Other Than War. Update acronym list.		

CONTENT			
Number	Sponsor	Pg	Comment
C-JITC-6	JITC	12	Define: Cyan (used on page 140.)
SSMC Response	Disapproved. Cyan is a color and it's RGB values are provided in the table.		
C-JITC-7	JITC	18-19	Table I. Increase size of Assumed Friend, Joker, and Faker land equipment and sea surface symbols to correspond with Friend symbols.
SSMC Response	Approved.		
C-JITC-8	JITC	20	Table II. Delete color fill to comply with page 140 Appendix C instruction: “A color fill should be used only if an icon is displayed in the symbol.”
SSMC Response	Approved. Remove color in table. Put disclaimer on cover advising that this is a color document.		
C-NIMA-9	NIMA	22	TABLE III, page 22. Suggested: Change the title to "Symbol Modifiers"
SSMC Response	Approved with modification. Table title to read "Symbol modifier field definitions"		
C-JITC-10	JITC	22	Table III/3. Provide field B description for equipment.
SSMC Response	Disapproved with modification. Change table III, field B, Equipment column to be '2' and Installation column to be 'G'. Take the sq. ft. out of description.		
C-ASPO-11	ASPO	22	Table III, Size Indicator field. The description for this field indicates that it will contain the size in square feet for installations. Elsewhere, the document states that this is a graphic field for installation symbols (the Size Indicator field above the symbol is filled-in).
SSMC Response	Approved. See comment C-JITC-10.		
C-JITC-12	JITC	23	Table III/6. Define asterisks shown in field R for units and equipment.
SSMC Response	Approved. The asterisks will be removed and replaced. The column for units will show a - , and in the equipment column, show a 'G'.		
C-NIMA-13	NIMA	24	TABLE III, page 24. Suggested: For field "Z", define units of measure for speed (knots, miles per hour, kilometers per hour, etc.).
SSMC Response	Approved. According to USMTF standards. Place note in field 'refer to MIL-STD-6040 for abbreviations'. Redefine field length to 8.		
C-JITC-14	JITC	24	Table III /Note 3. Clarify. The meanings of Tactical and Graphic Field Types is not clear. They do not agree with the definition of tactical graphics in 5.4
SSMC Response	Approved. T=Text G=Graphic		

CONTENT			
Number	Sponsor	Pg	Comment
C-ASPO-15	ASPO	25	Figure 3a, indicates that text fields should be separated by a slash (/) when multiple fields occur on a single line. If this is the case, it should probably be mentioned in Section 5.6.2 on pages 29 and 30.
SSMC Response	Approved. Paragraph to read: When multiple text modifiers are displayed in a single field (e.g., E/F or J/K/L/N/P), they shall be ordered as shown in figure 3A and separated by a single space, and the spaces assigned to unused modifiers shall be collapsed to bring the text as close to the symbol as possible.		
C-JITC-16	JITC	25	1. Figure 3b. Change one H in Points to H1? 2. The B modifier shown for boundaries does not agree with the description for field B.
SSMC Response	1. Approved. Change H to H1. 2. Disapproved. The B modifier does agree with description.		
C-JITC-17	JITC	26	Fig 3c. Change BIO and CML to T. Add between figure and title: Note: For BIO event, T=BIO. For Chemical event, T=CML.
SSMC Response	Approved as modified. Use the B,C and N symbol shape, including letter identifier, as on page 368.		
C-JITC-18	JITC	29	Para 5.5.1.6. Change Location paragraph to distinguish between Field Y location modifier and Field S locating indicator. This paragraph is confusing as currently written.
SSMC Response	Approved as modified. Change Y to S. Add sentence, 'Actual location (field Y) is given in latitude and longitude.' In field S description, change locating indicator to location offset indicator.		
C-ARMY-19	DAMO FDQ	29	Line 4. Delete the words "and installations" REASON: An installation cannot be a task force.
SSMC Response	Approved.		
C-JITC-20	JITC	31	Table V/2. Delete the unframed icon option or show an icon for which the frame is optional. Showing the fixed wing icon unframed is confusing since it is inconsistent with paragraph 5.3.3 instruction: “Only those icons specifically identified as unframed or frame optional shall be displayed without a frame.”
SSMC Response	Approved.		

CONTENT			
Number	Sponsor	Pg	Comment
C-NIMA-21	NIMA	32	Section 6 of the standard appears to be missing. See MIL-STD-962C, section A.5.6 for details of information appearing in Section 6 of a military standard. Items that sound applicable to 2525A include - parenthetical note - intended use - supersession guidance - subject term (key word) listing - international interest - identification of changes Section 6 will appear after section 5 and before Appendix A.
SSMC Response	Disapproved. MIL-STD-962C states 'This section contains information of a general or explanatory nature that might be helpful, but is not mandatory'. Based on this finding, we are not including a section 6.		
C-NIMA-22	NIMA	70	Paragraph B.4.2, page 70. Suggested: It should be explicitly stated that the dash character in the table not only indicates a null value, but that a dash will serve as the null value when symbol codes are being transmitted electronically.
SSMC Response	Approved as modified. Sentence to read, 'The dash character in the table indicates no information provided in this field.'		
C-ASPO-23	ASPO	70-71	The top of page 70 mentions that, for ground equipment, symbol code position 9 is always used as a mobility indicator. However, this fact is not illustrated in any of the following tables (pages 71-134). Table B-I on page 71 should include a reference to the mobility indicator position. It would also help if the symbol codes were included in Table D-I on pages 144-147.
SSMC Response	Tabled until next version.		
C-NIMA-24	NIMA	71	Table B-1, page 71. Suggested: MC&G symbology (under development) has been using the letter "M" as the leading character for the symbol ID. Although not included in this edition of 2525, it should be stated that it is reserved for future use, in order not to impact the MC&G symbology if "M" is used for something else. If this is not done, and the M for mapping has to be changed to something else at a later date, it could have a cost impact on NIMA's symbology effort.
SSMC Response	Approved.		
C-NIMA-25	NIMA	71	Table B-1, page 71. Suggested: Will tactical graphics require the status indicator in Table B-1 to include "P-Present/Accomplished" and a new code for "Underway/ongoing"?
SSMC Response	Tabled until next version.		
C-NIMA-26	NIMA	73	TABLE B-III. Suggested: Table refers to fields B and C. These are defined in TABLE III, which should be referenced here. It may be clearer to refer to fields B and C as "symbol modifiers B and C."

CONTENT			
Number	Sponsor	Pg	Comment
SSMC Response	Approved.		
C-JITC-27	JITC	138	Table C-I. Provide octagons in each symbol size.
SSMC Response	Disapproved. This table is presented to give an overview of symbol size. The octagon is the starting point for symbol construction. For each viewing distance, the actual symbol size will vary. However, the octagon will remain constant.		
C-ASPO-28	ASPO	140	The top of page 140 states that A color fill should be used only if an icon is displayed in the symbol. However, filled symbols without icons are depicted on pages 148, 149, 163, 248, 283, 290, and 304.
SSMC Response	Approved as modified. Rewrite sentence on page 140. Implementations that choose to display color fill in symbols shall also display the appropriate icon from table D-1 in the symbols.		
C-JITC-29	JITC	144	Text and Organization. Appendix D was difficult to follow due to (a) presentation of a short table with limited applicability before a long general table, (b) referencing the second table prior to the first table, (c)one long wordy redundant paragraph, (d) inaccurate information, and (e) a .1 paragraph without a .2 paragraph. Recommend changing paragraph C.4.8 to C.4.9 and Table C-IV to C-V; and moving Table D-I to Appendix C (since it has to do with symbol modifiers) as new Table C-IV with the following paragraph inserted as new C.4.8. C.4.8 Equipment Mobility Indicators. Table C-IV shows mobility indicators that shall be used only with equipment. These indicators are identified in position 9, (Additional Mission) of the symbol code described in Appendix B.
SSMC Response	Approved.		
C-ARMY-30	DAMO FDQ	183	In 2525, 2d Icon down, we describe it as Ground Track Combat Engineer Construction Naval. However in another document called the Sea Bee Battalion it was designated "Naval Mobile Construction Bn." If that is true, should we change our description to Ground Track Combat Engineer Naval Mobile? Or should we add a new icon under the existing one? Figure A-3, page 40, it describes that hierarchy "branch" (1.X.3.1.1.6.2) as being "Construction Engineer", vice "Combat Engineer". That symbol should have "CONST" above the sideways "E", then the anchor.
SSMC Response	Approved as modified. Replace icon with new icon. 		

CONTENT			
Number	Sponsor	Pg	Comment
C-ARMY-31	DAMO FDQ	197	1.X.3.1.1.8.8.2. Move the Marine Force Recon symbol to page 315 under the Special Operations Forces section. REASON: MFR is considered by the Marine Corps and USSCOCOM as a SOF organization.
SSMC Response	Disapproved. Army DAMO-FDQ withdrew.		
C-ARMY-32	DAMO FDQ	205	1.X.3.1.2.2.4.3. Delete the term 'common ground station'. ADD the term 'ground station module'. REASON: GSM is an acronym for ground station module and this is the correct description.
SSMC Response	Approved.		
C-ARMY-33	DAMO FDQ	239	1.X.3.1.3.4.3, 1.X.3.1.3.4.3.1, 1.X.3.1.3.4.3.2. Change in the description the word 'Movement Control Center'. REASON: This is the correct terminology and expansion for the acronym MCC.
SSMC Response	Approved.		
C-ARMY-34	DAMO FDQ	247	1.X.3.1.3.6, 1.X.3.1.3.6.1, 1.X.3.1.3.6.2. Move all of electronic warfare (EW) symbols to page 204 under the MI SIGINT symbol 1.X.3.1.2.2.2. REASON: EW is a combat support MI function not a combat service support function.
SSMC Response	Approved.		
C-JIEO-35	JIEO	283	Put installation 'hats' on all 1.X.3.3 and modify the symbol ID to have I in status column. Delete note provided in description column.
SSMC Response	Approved. Place installation hats on all symbols, include note in description box that identifies the hat as an installation and not part of the actual symbol.		
C-AIR FORCE-36	HQ AWS/XO	403	Several weather icons missing. Snow grains, Ice Crystals, Freezing Fog, Lightning and Jet Stream. Also change Funnel Cloud/Tornado to Funnel Cloud/Tornado/Waterspout.
SSMC Response	Approved.		

TECHNICAL			
Number	Sponsor	Pg	Comment
T-AIR FORCE-37	AF/XORI		An explanation of the migration path to the common symbology for joint/allied usage is necessary to complete the document.
SSMC Response	Noted. JCS action.		
T-ARMY-38	HRED-AVNC		Discrepancy between missile crosshats in MIL-STD-2525A compared to MIL-STD-1477C. Suggest that FM 101-5-1 and MIL-STD-2525A conform to MIL-STD-1477C missile symbology.
SSMC Response	Tabled until next version.		
T-ARMY-39	HRED-AVNC		Air Defense Gun symbol not listed in the latest draft of MIL-STD-2525A. The symbol should conform to MIL-STD-1477C.
SSMC Response	Approved. (Pg 267.) 1.X.3.2.1.11 (Gen) .1(light), .2 (med), .3(heavy). See Attachment 1.		
T-ARMY-40	HRED-AVNC		Laser icon should be switched to match the symbol currently used by the AN/APR-39A(V)1 Airborne Radar Warning Receiver (installed in most US ARMY aircraft) and the AH-64D Longbow.
SSMC Response	Disapproved. Speciality icons that can be built with existing icons, need not be included separately.		
T-ARMY-41	HRED-AVNC		The background shape for the surface Unit, Friendly should be a blue circle rather than a blue rectangle for consistency. There is the concern between the friendly and neutral units on a non-color display.
SSMC Response	Disapproved. This issue was already addressed and was approved as is.		
T-AIR FORCE-42	HQ ACC/DR-SMO-I		A list of specifically defined grandfathered or exempted systems must be developed and time lines for implementation compliancy for systems in development be established.
SSMC Response	Noted. Not applicable for SD-1 review.		
T-AIR FORCE-43	HQ ACC/DR-SMO-I		A migration plan must be developed to include interim interoperability standards or gateway requirements between grandfathered/existing systems and systems using MIL-STD-2525A.
SSMC Response	Noted. Not applicable for SD-1 review.		

TECHNICAL			
Number	Sponsor	Pg	Comment
T-AIR FORCE-44	HQ ACC/DR-SMO-I		Before implementation of this document, an operator performance assessment test measuring Human Factors Interfaces must be developed, scheduled, and conducted.
SSMC Response	Noted. Not applicable for SD-1 review.		
T-AIR FORCE-45	HQ ACC/DR-SMO-I		Following this Human Factors test, an operational test must be accomplished on C2 systems in a stressed/exercise environment.
SSMC Response	Noted. Not applicable for SD-1 review.		
T-AIR FORCE-46	HQ ACC/DR-SMO-I		Future technologies may offer increased capabilities in conjunction with new understandings of the man-machine interface. Many program managers are pursuing advanced technologies which include holographic and three-dimensional displays that are not currently addressed by this standard. These technologies are expected to promote better cognizance and comprehension (situational awareness) increasing individual combat capability.
SSMC Response	Noted. Not applicable for SD-1 review.		
T-AIR FORCE-47	HQ ACC/DR-SMO-I		The update standard provides no time lines when existing or new systems must comply with the standard.
SSMC Response	Noted. Not applicable for SD-1 review.		
T-AIR FORCE-48	HQ ACC/DR-SMO-I		For the first time in history all services not only have the opportunity but are developing better, more comprehensive, situational display systems. For this reason, establishing a symbology standard is essential to ensuring interoperability when these systems display shared symbology. Therefore, changes to MIL-STD 2525 should promote better cognizance and comprehension supported by Human Interface Engineering and testing while taking advantage of new technologies.
SSMC Response	Noted. Not applicable for SD-1 review.		
T-JITC-49	JITC	ii	Many of the symbols in the black and white reproduction copy of the document were nearly illegible (see Hostile symbols in Appendix D) due to the document having been created using color, but copied in black and white. This resulted in the representation of framed icons being in apparent conflict with the document's explicit direction in paragraph 4.3.2: "If color is not used, the fill is transparent." Recommend creating the document using both color, and black and white, symbol/icon representations to improve clarity, especially for circumstances when users only have a black and white reproduction of the document.
SSMC Response	Approved. Document will be printed in black and white.		

TECHNICAL			
Number	Sponsor	Pg	Comment
T-AIR FORCE-50	AF/XORI	1	The document states that common symbology is derived from "force" and "engagement" domain applications. However, the document appears to depict just the force domain symbology. If the engagement domain applications were included, it is not apparent. Suggestions dividing the document into force and engagement domain sections for clarity.
SSMC Response	Disapproved. A decision was made to have a common set of symbols.		
T-AIR FORCE-51	AF/XORI	1	The document refers to the creation of a common set of C4I symbols. Surveillance and reconnaissance applications are a necessary part of this document. Therefore, the document should be referencing a common set of C4ISR symbols.
SSMC Response	Tabled for future version.		
T-ASPO-52	ASPO	21	Section 5.4. It states that Tactical graphics can be black or white, depending on display background. Page 317 Section E.4.1 states that the rules for generation and display (of tactical graphics), including optional use of color, follow the guidelines presented previously unless stated otherwise in this section. What is meant by the optional use of color? Is it the option to use black or white?
SSMC Response	Approved. The last sentence will read 'Default color for tactical graphics will be black or white, depending on display background.'		
T-NIMA-53	NIMA	21	Para 5.5. Clarify how the symbol modifiers will be exchanged. Will they be appended to the end of the symbol code?
SSMC Response	Approved. Symbols will be exchanged as a GRAPHREP.		
T-NIMA-54	NIMA	23	TABLE III. To be "year 2000" compliant, field W and any other fields that reference the year should be four characters long.
SSMC Response	Defer to MIL-STD-2500.		
T-ASPO-55	ASPO	24	Table III, Location field. It is not clear why the size of this field is 19 characters for Unit symbols and 15 characters for all other symbol types. It would also be helpful if this table indicated how latitude/longitude values should be formatted into this field.
SSMC Response	Approved. Change all to 19.		
T-JITC-56	JITC	28	5.5.1.3/3-5 Change last two sentences to read: The indicator may be used for a new or newly named C2 headquarters. When used in this way, it shall be accompanied by the special C2 headquarters name in field AA as shown in Figure 5.
SSMC Response	Disapproved. Committee agreed to paragraph as written.		

TECHNICAL			
Number	Sponsor	Pg	Comment
T-ARMY-57	DAMO FDQ	280	1. X.3.2.4.2. Delete the icons and change to example 11. REASON: This symbol is the same as 1.X.3.3.5.1 on page 286 and to have consistency with the other NBC symbols.
SSMC Response	Approved as modified. Page 286, change the word production to reactor. Page 280, change the symbol to the symbol given in attachment 1.		
T-JITC-58	JITC	29	5.5.1.2 Change to read: The mobility indicator shall be used for mobile equipment only.
SSMC Response	Approved as modified. Change to read, ...The mobility indicator indicates the mobility of an object, as shown in figure 4, and is used for equipment only. This indicator identifies mobility other than that intrinsic to the equipment itself. For example, the symbol for a self-propelled howitzer moving by train would include a railway mobility indicator, while the symbol for a tank or other tracked vehicle would not contain any mobility indicator. The indicator is identified in field 4 of table III and depicted as shown in figure 3A.		
T-ASPO-59	ASPO	69	Section B.4.1. Relates to the symbol coding scheme. It states that It is important that unused positions be filled with null values to avoid constructing invalid or unrecognized codes. Throughout the document, a dash (-) is used to indicate a null in positions with no value. Are systems that generate and disseminate MIL-STD-2525 symbol identifiers also required to use dashes to indicate null values within identifier codes?
SSMC Response	Approved with modification. Should read, 'Should be filled with a dash to recognize that no information is being provided in that position.'		
T- JIEO-60	JIEO	71	Appendix B -Table B-III and B-I. Remove task force, feint/dummy, feint dummy task force and installation codes from table B-III and place them in table B-I under status (these codes are really status codes). Revise double letter codes as used in table B-III to single letter codes to fit in the status column of table B-I. In addition, add code for Headquarters under the status column.
SSMC Response	Approved with modifications. See Appendix B, attachment 2.		
T-ASPO-61	ASPO	73	Should EN appear in the size field or should the actual number be used to indicate an Equipment Numerical value?
SSMC Response	Approved with modifications. Approve Appendix B, attachment 2.		
T-JIEO-62	JIEO	73	Appendix B -Table B-III. Change table title from “Symbol codes -size,” to “Symbol codes -echelon/size;” the descriptions team/crew, squad, section , platoon/detachment, brigade, army, etc, indicate echelons. Equipment numerical value and nuclear yield in kilotons are indicated in terms of size.
SSMC Response	Approved with modifications. See Appendix B, attachment 2.		
T-NIMA-63	NIMA	110	Table B-X. Should the symbol code positions for country code and size indicator be "null" for tactical graphics?
SSMC Response	Disapproved. Country code & affiliation may be appropriate.		

TECHNICAL			
Number	Sponsor	Pg	Comment
T-NIMA-64	NIMA	132	TABLE B-XI. Should the symbol code positions for additional mission, size, and country code be null for weather symbols?
SSMC Response	Tabled until next edition.		
T-JITC-65	JITC	135	Figure C-1. Present octagons at the same length. Showing octagons of different sizes is confusing.
SSMC Response	Disapproved. Every octagon shown is the exactly the same size.		
T-JITC-66	JITC	143	D.4.2 Icon Graphic Representation. Table D-I provides a graphic representation of each approved icon. The sizes, shapes, and positioning of components of individual icons are important and shall be faithfully reproduced both by C4I system automation and manually by symbology users. Icons portrayed are all the same size and their size is not affected by being framed or unframed. Appendix C specifies both the minimum icon size and the relationship of icon size to frame size. Therefore, the relative size of the icons as shown in the table is not important. Icon size is determined by the user or system developer, as long as the requirements of the standard are met. Icon axes as presented in the table are to be maintained when the icon, framed or unframed, is placed onto maps, charts, overlays, etc. Icons depicting equipment from a top-down view shall be oriented to point toward the top of the page. The standard is a tool developed to support interoperability, but only with intelligent implementation can it insure interoperability.
SSMC Response	Approved with modifications. Delete last sentence. 'The standard is a tool developed to support interoperability, but only with intelligent implementation can it insure interoperability.'		
T-ASPO-67	ASPO	139	The only reference to the color of text modifiers in the document states that black should be used for light backgrounds and white should be used for dark backgrounds to maximize contrast. Does this imply that default affiliation colors should not be used when displaying text modifiers?
SSMC Response	Approved. Change to read. 2) Implementations should use the default frame colors defined in this standard to indicate affiliation. If differentiation is needed within an affiliation category, additional colors should be used (i.e., for the frame or color fill) within that category, but the default colors for the other affiliations should not be changed. Hardware permitting and unless specifically prohibited by system specification for operational reasons, implementation of this standard should provide for operator control of color to the individual icon level. The intent is maximum operational flexibility in those situations where the basic default colors are not sufficient for ready discrimination (i.e. multiple hostiles which must be differentiated from each other) and to assign a specific color to a special interest target without reference to its affiliation.		
T-ASPO-68	ASPO	140	Is there enough contrast between the default affiliation colors (page 140, Table C-II) to use them for both the frame/icon and fill in a single symbol (i.e., a hostile symbol consisting of a Red frame/icon and Salmon fill)? If not, are there rules that discourage or prohibit the use of default affiliation colors for both the icon and fill in a single symbol?
SSMC Response	Disapproved. Noted. Rules state when color fill is used the icon and frame will be black (or white). See last sentence in paragraph C.4.6.		

TECHNICAL			
Number	Sponsor	Pg	Comment
T-ASPO-69	ASPO	140	It states that If a symbol includes a frame and an icon, both components should be the same color (e.g., black, white, or one of the default colors indicating affiliation). Should this rule be extended to the display of symbol indicators such as size indicators, direction indicators, and position indicators?
SSMC Response	Approved. Change sentence to read: If a symbol includes a frame and an icon, both components, as well as others, should be the same color (e.g., black, white, or one of the default colors indicating affiliation).		
T-AIR FORCE-70	HQ AFSPC/DDR	143	These symbols are appropriate for cockpit displays, however for command and control PC terminals or desktop computer symbology more detailed graphics symbology is appropriate.
SSMC Response	Disapproved. Noted. Not applicable for SD-1 review.		
T-JITC-71	JITC	143	Most symbols shown in Appendix D were shown either black or color-filled. However, some symbols (Space Track Space Station, Air Track Civil Fixed Wing, Air Track Civil Helicopter, Air Track Civil Lighter Than Air, Ground Track Unit Combat Field Artillery Target Acquisition Sound, to name a few) were shown with both black and white (or transparent) components. It was not clear to the reader if those components should be represented as white or as transparent. Recommend specifying how these components should be represented.
SSMC Response	Approved. Place a note at the bottom of each page stating that white fill on a icon represents white filled icon. 'White filled icon represents white opaque filled icon.'		
T-JITC-72	JITC	143	JITC Frame Optional symbols shown unframed appeared to be composed of dots or dashes. This could result in confusion between planned or anticipated tracks and current tracks. Recommend presenting Frame Optional symbols with clearly continuous lines.
SSMC Response	Approved.		
T-JITC-73	JITC	143	D.4.1 Warfighting Symbology Icon Set. Table D-I contains icons based primarily on FM 101-5-1, STANAG 2019, STANAG 4420, and input received from C/S/As at Symbology Ad Hoc Working Group and SSMC meetings. These documents represent significant research and years of use within the operational C4I community. They meet the information exchange requirements identified by the C4IFTW community within DOD using standard DOD symbology. The icon set is ordered according to the tactical information hierarchy presented in Appendix A and coded according to symbol coding presented in Appendix B.
SSMC Response	Approved		

TECHNICAL			
Number	Sponsor	Pg	Comment
T-JITC-74	JITC	144	D.4.3 Organization of Table D-I. In Table D-I, the Description column provides a concise description of each icon using terminology commonly used within the C4I community. The Hierarchy column presents the information hierarchy (taxonomy) number described in Appendix A. The Frame column presents Icon framing codes described in paragraph 5.3.1: F (framed), UF (unframed), FO (frame optional.) An icon with a framing code of F is presented only within its appropriate frame. An icon with a UF framing code is always presented unframed. An icon with an FO framing code can be presented with or without a frame and in Table D-I is shown both ways. The Sym-ID column under each Affiliation column (Unknown, Friend, Neutral, Hostile) presents the 15-character alphanumeric identifier necessary for automated systems to create each specific icon. Since all symbols do not necessarily use all 15 characters, a dash (-) fills each unused position. An asterisk (*) in a position indicates that the position is user defined based on specific symbol circumstances.
SSMC Response	Approved with modification. Remove the word 'concise' from the first sentence.		
T-ARMY-75	HRED-AVNC	149	Fixed wing symbol needs to have some sort of icon associated with it (similar to the rotary wing symbol). Suggest that you use the generic fixed wing icon with the addition of an alphanumeric designator.
SSMC Response	Disapproved. Not necessary.		
T-NIMA-76	NIMA	150	Appdx D. For icon 1.X.2.1.1.5, is the fact that an aircraft is VSTOL more important than its basic mission type? An AV-8B is still an attack aircraft, and a V-22 is still at transport.
SSMC Response	Tabled until next version.		
T-NIMA-77	NIMA	164	Appdx D. What is the difference between 1.X 3,1,1,1,3 Vulcan and 1.X.3.1.1.1.3 Gun Unit? Generally, icons do not identify specific equipment types, but rather categories of equipment. Why is the specific US anti-aircraft system identified as an icon rather than a gun unit (friend/rectangle with a country field of US)? This same situation is also found with the Chaparral, Stinger, Hawk, and Patriot.
SSMC Response	Disapproved. Noted. Not applicable for SD-1 review.		
T-ARMY-78	DAMO FDQ	165	Add a generic missile symbol to the ground track see example 2. REASON: These symbols are what is currently used by the ADA engagement domain systems and these same symbols are being used by the ADA program development personnel and they match MIL-STD-1477B.
SSMC Response	Approved. See Attachment 1.		
T-ARMY-79	DAMO FDQ	165	Add a new symbol for the Avenger system see example 1. REASON: The Avenger Air Defense System is fielded within the US Army's divisions.
SSMC Response	Approved. Add as an Air Defense System Motorized (remove the A). See Attachment 1.		

TECHNICAL			
Number	Sponsor	Pg	Comment
T-ARMY-80	DAMO FDQ	172	1.X.3.1.1.3.7 In the description change the word 'armor' to 'mechanized'. REASON: All ground forces in track vehicles use the term 'mechanized infantry' to describe their function on the battlefield.
SSMC Response	Approved.		
T-ARMY-81	DAMO FDQ	180	Add the observation post and combat outpost in Example 14. REASON: The symbol is not in the MIL-STD and the unit exists in the US and other armies.
SSMC Response	Approved. Move to Tactical Graphics. Page 340 & 57. See Attachment 1.		
T-ARMY-82	DAMO FDQ	188	1.X.3.1.1.7.3.2. Change the target acquisition to the symbol in example 3. REASON: To differentiate it from the symbol 1.X.3.1.2.2.4.2 and to let reader of the symbol know that this is an artillery targeting unit not a MI sensor.
SSMC Response	Approved. See Attachment 1.		
T-ARMY-83	DAMO FDQ	188	Add the forward observer symbol in example 4. REASON: The Army needs the artillery FO symbol to know their location on the battlefield.
SSMC Response	Approved. Move to Tactical Graphics. Page 340 & 57. See Attachment 1.		
T-ARMY-84	DAMO FDQ	188	Add the Air and Naval Gunfire Liaison Company (ANGLICO) symbol, see example 5. REASON: There is no symbol for it in the MIL-STD.
SSMC Response	Approved. 1.X.3.1.1.7.3.5 Pg 41 & 189. See Attachment 1.		
T-ASPO-85	ASPO	193/ 315	The depiction of many symbols in Appendix D indicates that more than one color can be used when drawing a single icon. Examples: Page 193 - Artillery Survey, Mountain light color fill for the Survey icon and dark color fill for the Mountain icon, and both of these fill colors differ from the frame fill color Page 315 - Psyops, Fixed Aviation light color fill for the Psyops icon and dark color fill for the Fixed Aviation icon, and both of these fill colors differ from the frame fill color Should the symbol drawings be modified to conform to the stated color rules, or should the color rules be updated?
SSMC Response	Disapproved. Color rules do not preclude icons with contrasting fill. It simply does not address icon fill.		

TECHNICAL			
Number	Sponsor	Pg	Comment
T-ARMY-86	DAMO FDQ	198	Add the dismounted recon outpost symbol in example 13. REASON: The symbol is not in the MIL-STD and the units exist in the US and other armies.
SSMC Response	Approved. Move to Tactical Graphics. Page 340 & 57. See Attachment 1.		
T-ARMY-87	DAMO FDQ	201	Add the smoke/decon mechanized and smoke/decon motorized symbols in example 6. REASON: These types of units exist in the US and other armies.
SSMC Response	Approved. To page 43 & 202. See Attachment 1.		
T-ARMY-88	DAMO FDQ	202	Add the biological recon, chemical/nuclear recon symbols, and the NBC observation post symbols in example 7. REASON: These units are not in the MIL-STD and they exist in the US and other armies.
SSMC Response	Approved. Page 43 & 203. See Attachment 1.		
T-ARMY-89	DAMO FDQ	204	Add the EW direction finding, intercept, and jamming symbols in example 10 under 1.X.3.1.2.2.2. REASON: Symbols for these units are not in the MIL-STD and these types of units exist in the US and other armies.
SSMC Response	Approved. Page 44 & 204. See Attachment 1.		
T-ARMY-90	DAMO FDQ	205	Add the sensor outpost symbol in example 9. REASON: There is no sensor OP/LP symbol in the MIL-STD.
SSMC Response	Approved. Move to Tactical Graphics. Page 340 & 57. See Attachment 1.		
T-ARMY-91	DAMO FDQ	205	1.X.3.1.2.2.4.2. Add the letters 'SCM' above the sensor icon as in example 8 and change the description to 'Sensor Control and Management' . REASON: This is the precise mission of this unit and the new symbol displays the function of the unit accurately.
SSMC Response	Approved. 1.X.3.1.2.2.4.2.1 Add SCM symbol. Make description say sensor control management. See Attachment 1.		
T-ARMY-92	DAMO FDQ	283	1.X.3.3.1.3. Delete the letters 'N', 'B', and 'C' within the symbol see example 12. REASON: The crossed retorts icon means NBC and there are other symbols to distinguish between a pure nuclear, biological or chemical installation.
SSMC Response	Approved. See Attachment 1.		
T-ASPO-93	ASPO	338	The symbol id 2.2.1.3.3 Decoy Infantry Battalion. Does this symbol really need its own icon id? Shouldn't it just be SFGUCI--PFCA*G?

TECHNICAL			
Number	Sponsor	Pg	Comment
SSMC Response	Approved. Pull symbol from D-1.		

ESSENTIAL TECHNICAL			
Number	Sponsor	Pg	Comment
ET-AIR FORCE-94	HQ ACC/DR-SMO-I		Before this or any other set of frame shapes are accepted, a complete human factor test should be conducted. This will ensure proper man-machine interface technology is adhered to in the next version of MIL-STD 2525, Common Warfighting Symbology.
SSMC Response	Noted. Not applicable for SD-1 review.		
ET-JIEO-95	JIEO	5	Para 2.1.2 Change DOD Human Computer Interface (HCI) version to Version 3.0, 30 April 96. (Note the TAFIM is at LTG Edmonds office for signature) Add “User Interface Specification for the Defense Information Infrastructure (DII) Version 2.0 1 April 1996", as it is mandated by the Joint Technical Architecture (JTA).
SSMC Response	Approved.		
ET-NIMA-96	NIMA	22	Concerning the "maximum length of allowable fields" for modifiers, is the length of the field standardized at that maximum length or is it a variable length field? If the intention is to allow modifiers to be exchanged between organizations or computer systems, how will the variable length fields be passed? Especially for free text fields, a length field may have to precede each symbol modifier field.
SSMC Response	Disapproved. Refer to MTF.		
ET-NIMA-97	NIMA	24	TABLE III. For field "X", as defined, the reference surface for Altitude/Depth is the WGS ellipsoid. Other features are normally referenced to Mean Sea Level. If there is not an intent to standardize depths and heights to the WGS Ellipsoid (standard vertical datum), additional field is needed for the vertical datum.
SSMC Response	Disapproved. Noted.		
ET-NIMA-98	NIMA	24	TABLE III. For field "Y". is WGS-84 the standardized horizontal datum? If it is not the standard, additional fields are required for reference horizontal datum and ellipsoid.
SSMC Response	Noted. Place a note in the 'Y' description that WGS-84 is a mandated standard.		
ET-JIEO-99	JIEO	71	Appendix B -Tables B-IV through B-XI. Principal, Secondary, and Additional Mission columns; combine into one column (filling positions 4 through 9) and renamed as “Function I.D.” Function I.D better defines what positions 4 through 9 actually stand for.
SSMC Response	Approved.		
ET-JIEO-100	JIEO	73	Appendix B -Table B-III. Split “size” column (recommended as echelon/size) into two columns. Call new column “mobility indicator.” Size and mobility positions would each use single character designators; size filling position 11, and mobility filling position 12

ESSENTIAL TECHNICAL			
Number	Sponsor	Pg	Comment
SSMC Response	Approved with modifications. See new Appendix B organization, attachment 2.		
ET-NIMA-101	NIMA	135	Appendix C. Reference should be made to the requirement that symbols implement the NITFS CGM, using MIL-STD-2301. Sections 4 and 5 are the requirements sections of a standard. Appendices may also be mandatory for compliance. Just listing the document in section 2 does not make it binding unless it is stated as a requirement in sections 4, or 5 or mandatory appendix (see MIL-STD-962C, section A.5.2.1). Likewise, any other documents listed in section 2 that are mandatory for compliance should be referenced somewhere in sections 3, 4, or 5, or mandatory appendices.
SSMC Response	Disapproved. Already covered by E-NIMA-112.		
ET-ASPO-102	ASPO		List below (These comments are completed), see attachment 2.
SSMC Response	Approved.		

The following are missing icon ids

2,,,,,,,,,,TACTICAL GRAPHICS
2.1,,,,,,,,,,TASKS
2.1.1,,,,,,,,,,TASK GRAPHICS
2.2,,,,,,,,,,CONTROL MEASURES
2.2.1,,,,,,,,,,MANEUVER GRAPHICS
2.2.1.1,,,,,,,,,,GENERAL MANEUVER GRAPHICS
2.2.1.1.1,,,,,,,,,,POINTS
2.2.1.1.2,,,,,,,,,,LINES
2.2.1.1.2.1,,,,,,,,,,BOUNDARIES
2.2.1.1.2.1.1,,,,,,,,,,GENERAL BOUNDARIES
2.2.1.1.3,,,,,,,,,,AREAS
2.2.1.1.3.1,,,,,,,,,,UNSPECIFIED AREA
2.2.1.1.3.1.1,,,,,,,,,,GENERAL AREA
2.2.1.1.3.2,,,,,,,,,,SPECIFIED AREA
2.2.1.2,,,,,,,,,,AVIATION MANEUVER GRAPHICS
2.2.1.2.1,,,,,,,,,,AVIATION POINTS
2.2.1.2.2,,,,,,,,,,AVIATION LINES
2.2.1.2.3,,,,,,,,,,AVIATION AREAS
2.2.1.3,,,,,,,,,,DECEPTION GRAPHICS
2.2.1.4,,,,,,,,,,DEFENSE MANEUVER GRAPHICS
2.2.1.4.1,,,,,,,,,,DEFENSE POINT GRAPHIC
2.2.1.4.1.2,,,,,,,,,,BATTLE POSITION
2.2.1.4.1.3,,,,,,,,,,STRONG POINT (SP)
2.2.1.4.2,,,,,,,,,,DEFENSE LINE GRAPHIC
2.2.1.4.3,,,,,,,,,,DEFENSE AREA GRAPHIC
2.2.1.5,,,,,,,,,,OFFENSE MANEUVER GRAPHIC
2.2.1.5.1,,,,,,,,,,OFFENSE POINT GRAPHIC
2.2.1.5.2,,,,,,,,,,OFFENSE LINE GRAPHIC
2.2.1.5.2.1,,,,,,,,,,AXIS OF ADVANCE
2.2.1.5.2.2,,,,,,,,,,DIRECTION OF ATTACK
2.2.1.5.3.2,,,,,,,,,,ATTACK POSITION
2.2.1.6,,,,,,,,,,SPECIAL MANEUVER GRAPHIC
2.2.1.6.1,,,,,,,,,,GENERAL
2.2.1.6.1.1,,,,,,,,,,ENCIRCLEMENT
2.2.1.6.2,,,,,,,,,,LINE
2.2.1.6.3,,,,,,,,,,AREA
2.2.2,,,,,,,,,,MOBILITY/ SURVIVABILITY
2.2.2.1,,,,,,,,,,OBSTACLES
2.2.2.1.1,,,,,,,,,,GENERAL
2.2.2.1.3,,,,,,,,,,ANTITANK OBSTACLES
2.2.2.1.5,,,,,,,,,,MINES
2.2.2.1.6,,,,,,,,,,MINEFIELDS
2.2.2.1.8,,,,,,,,,,OBSTACLE EFFECT
2.2.2.1.11,,,,,,,,,,ROAD BLOCKS, CRATERS, AND BLOWN BRIDGES
2.2.2.1.13,,,,,,,,,,WIRE OBSTACLES
2.2.2.2,,,,,,,,,,OBSTACLE BYPASS
2.2.2.2.1,,,,,,,,,,OBSTACLE BYPASS DIFFICULTY
2.2.2.2.2,,,,,,,,,,CROSSING SITE/WATER CROSSING
2.2.2.3,,,,,,,,,,SURVIVABILITY^M
2.2.2.4,,,,,,,,,,NUCLEAR, BIOLOGICAL AND CHEMICAL GRAPHICS
2.2.2.4.11,,,,,,,,,,DECONTAMINATION (DECON) POINTS
2.2.3,,,,,,,,,,FIRE SUPPORT GRAPHICS
2.2.3.1,,,,,,,,,,FIRE SUPPORT POINTS

2.2.3.1.1,,,,,,,,,,TARGET
2.2.3.2,,,,,,,,,,FIRE SUPPORT LINES
2.2.3.2.4,,,,,,,,,,SMOKE
2.2.3.3,,,,,,,,,,AREA
2.2.3.3.4,,,,,,,,,,SERIES TARGET
2.2.3.3.7,,,,,,,,,,GROUP OF TARGETS
2.2.4,,,,,,,,,,COMBAT SERVICE SUPPORT
2.2.4.1,,,,,,,,,,POINTS
2.2.4.1.14,,,,,,,,,,SUPPLY POINTS
2.2.4.1.15,,,,,,,,,,AMMUNITION POINTS
2.2.4.2,,,,,,,,,,LINES
2.2.4.2.1,,,,,,,,,,CONVOYS
2.2.4.2.2,,,,,,,,,,SUPPLY ROUTES
2.2.4.3,,,,,,,,,,AREA
2.2.4.3.5,,,,,,,,,,SUPPORT AREAS
2.2.5,,,,,,,,,,COMMAND AND CONTROL
2.2.5.2,,,,,,,,,,LINE
2.2.5.3,,,,,,,,,,AREA
2.3,,,,,,,,,,OPERATIONS OTHER THAN WAR
2.3.1,,,,,,,,,,VIOLENT ACTIVITIES (DEATH CAUSING)
2.3.2,,,,,,,,,,LOCATIONS
2.3.3,,,,,,,,,,OPERATIONS
2.3.3.13,,,,,,,,,,HIJACKING
2.3.4,,,,,,,,,,ITEMS
4,,,,,,,,,,SIGNAL INTELLIGENCE

EDITORIAL			
Number	Sponsor	Pg	Comment
E-NIMA-103	NIMA		Suggested: It would be helpful, especially for long tables, to have the table number and title not only on the first page of the table, but on every page the table appears on. See MIL-STD-962C, paragraph 4.11.3.
SSMC Response	Approved.		
E-JITC-104	JITC	1	1.1/last Change: shall be provided To: will be provided (MIL-STD-962C states, " 'Shall' shall not appear in sections 1, 2, 3, or 6 of a standard.")
SSMC Response	Approved.		
E-JITC-105	JITC	1	1.3/3 and 6 Change: shall To: will
SSMC Response	Approved.		
E-JITC-106	JITC	3	1.5/3 and 4 Change: shall To: must
SSMC Response	Approved with modifications. Change 'must' to 'will'.		
E-JITC-107	JITC	3	1.4/10 Delete: to be Between: is And: implemented Delete: so as Between: implemented And: visually
SSMC Response	Approved.		
E-JITC-108	JITC	3	1.5/6 Change: shall To: will
SSMC Response	Approved.		
E-JITC-109	JITC	3	1.4/last Change: shall To: must
SSMC Response	Approved.		
E-JITC-110	JITC	3	1.4.b/2 and 3 Change: shall To: will

EDITORIAL			
Number	Sponsor	Pg	Comment
SSMC Response	Approved.		
E-JITC-111	JITC	5	2.1 This paragraph should actually be 2.2. Paragraph 2.1 should be General.
SSMC Response	Approved.		
E-NIMA-112	NIMA	5	Para 2.2.1, Do not show revision letters in the list of applicable DoD documents (see MIL-STD-962C, section A.5.2.2). Review documents for applicability. According to MIL-STD-962C, section A.5.2.1, Section 2 of a standard "shall list only those documents that are referenced in sections, 3, 4, and 5 of the standard that are needed to meet requirements or provide useful information for meeting requirements. IF A DOCUMENT IS ONLY CITED AS AN EXAMPLE OR FOR BACKGROUND INFORMATION, IT DOES NOT HAVE TO BE LISTED IN SECTION 2." Examples of documents that might not be appropriate for this section are the STANAGs and QSTAG, and possibly FM-101-5, especially if it contains symbols that differ from MIL-STD-2525A.
SSMC Response	Approved.		
E-JITC-114	JITC	5	2.1.1 The standards are not listed in order numerically. Government standards shall be listed numerically.
SSMC Response	Approved.		
E-JIEO-115	JIEO	13	W. Luminance is given in foot candles. This is not the metric measure.
SSMC Response	Approved. Remove. Not used in book.		
E-NIMA-116	NIMA	14	Paragraph 3.2.af, The term "symbol identifier" needs to be used consistently throughout the document. In paragraph 4.6 on page 16, it is called a "Symbology Identifier" in the title of the paragraph, and "Symbol Identifier" in the text. In Appendix B, the term generally used is "Symbol Code."
SSMC Response	Approved. Change all to Symbol ID Code.		
E-JITC-117	JITC	16	4.4 Add: See Appendix E.
SSMC Response	Approved.		
E-NIMA-118	NIMA	17	Paragraph 5.3.1.1, Suggested: Reference is made to the term "pending" so this word should be defined in section 3.2.

EDITORIAL			
Number	Sponsor	Pg	Comment
SSMC Response	Approved.		
E-JITC-119	JITC	17	5.3.1/5 Add: C- Between: Table And: II
SSMC Response	Approved.		
E-JITC-120	JITC	19	Table I/Note Delete: all of Notes Status representation is explained in 5.3.1.3. Presenting the note before the explanation is confusing.
SSMC Response	Disapproved. Notes are clear and not confusing.		
E-JITC-121	JITC	20	"Should" is used in Appendix C for requirements that are binding (indicated by using "shall") in Section 5 of the document. Recommend changing the following "shoulds" to "shalls:": Paragraph 5.3.2 states, "Table C-II defines the default colors that shall be used..." C.4.4(2) states, "Implementations should use the default frame colors..." "....default colors for the other affiliations should not be changed." C.4.6 states, "While color coding should be the same throughout an implementation ..."
SSMC Response	Approved. Page 139, the first 'should ' needs to be changed to shall.		
E-JITC-122	JITC	20	5.3.1.3/2 Change: shall To: will (Simple futurity, not requirement.)
SSMC Response	Approved. Also, next line should be changed from shall to will.		
E-NIMA-123	NIMA	23	TABLE III. Suggested: Define what the asterisk means in the table.
SSMC Response	Already addressed by C-JITC-12.		
E-JITC-124	JITC	24	Table III / Note. Change Notes 1, 2 & 3 to Footnotes a, b, c.
SSMC Response	Approved.		
E-JITC-125	JITC	24	Table III/last Change Field AB to Field BB, or change Figure 3a position identifier BB to AB
SSMC Response	Approved.		

EDITORIAL			
Number	Sponsor	Pg	Comment
T-ASPO-126	ASPO	24	Table III, Field AB (Feint/Dummy indicator). This is a graphic field but it is given a textual field width of 2 in the table.
SSMC Response	Approved.		
E-ASPO-127	ASPO	24-25	In the table, the Feint/Dummy indicator field is denoted as AB. In figure 3a on page 25, it is denoted as BB.
SSMC Response	Approved.		
E-JITC-128	JITC	25	Figure 3a Move S closer to the staff it identifies.
SSMC Response	Approved.		
E-NIMA-129	NIMA	25	Figure 3a. It appears that the feint/Dummy indicator is labeled BB in the figure. This should be AB, according to Table III.
SSMC Response	Approved.		
E-JITC-130	JITC	26	Figure 3c Delete notes.
SSMC Response	Disapproved. They provide additional information.		
E-JITC-131	JITC	26	Fig 3c Change: CHEMICAL EVENTS T0: CHEMICAL EVENT
SSMC Response	Approved.		
E-JITC-132	JITC	29 & 30	5.5.1.6/5.6.3. Change: location indicator to: locating indicator to agree with Table III
SSMC Response	Approved. Change to read location offset indicator.		
E-JITC-133	JITC	30	5.6.4/2 Change: normal orientation To: the orientation illustrated in Appendix D.
SSMC Response	Approved.		

EDITORIAL			
Number	Sponsor	Pg	Comment
E-JITC-134	JITC	33, 69 135, 143	A.3, B.3, C.3, D.3. Change to read: The definitions in section 3 of this standard apply to this appendix.
SSMC Response	Approved. Corrected to comply with 962C.		
E-JITC-135	JITC	69	B.4.1/1-2 Change first sentence to read: The 15-character alphanumeric symbol code identifier defined in Tables B-I through B-IX shall be used to provide the minimum information necessary to display a specific symbol.
SSMC Response	Disapproved.		
E-JITC-136	JITC	69	B.4.1.2/4-6. Capitalize: table.
SSMC Response	Disapproved. This complies to HCI style guide..		
E-NIMA-137	NIMA	70	Paragraph B.4.1.4 FIPS PUB 10-4 is the current publication for country codes. This document and the DDDS should be updated, since 10-4 superseded 10-3 (which presumably is the 103 referenced in 2525A). A mechanism must be in place to keep the Defense Data Dictionary System (DDDS) current. It might be better not to reference the DDDS since the Department of State is the authority for country codes.
SSMC Response	Approved with modifications. Identify the publication as the FIPS Pub 10 series. Spell FIPS in sentence. FIPS PUB is the source document. Drop reference to DDDS. Federal Information Processing Standard.		
E-JITC-138	JITC	71	Table B-I cont'd Increase size of first column to show A-ANTICIPATED/PLANNED on one line or at most two lines.
SSMC Response	Approved.		
E-NIMA-139	NIMA	72	TABLE B-II. Correct spelling of "combination" in entry "C"
SSMC Response	Approved.		

EDITORIAL			
Number	Sponsor	Pg	Comment
E-JITC-140	JIEO	135	Binding Requirements ('Should vs Shall'). "Should" is used in Appendix C for several requirements that should be binding to ensure legibility of symbols. Recommend changing the following "shoulds" to "shalls:" Paragraph C.4.1 states, "The relative size of each symbol and symbol component should be consistent within a given implementation." C.4.1.a states, "Frame size should be determined in relation to an octagon..." "Frame length and height should vary from 1.1L to 1.5L..." The minimum diameter of a dot should be .15L." C.4.1.c states, "The minimum height of text information in a symbol modifier should be .3L. The length of the lines in a direction of movement indicator should be ....." C.4.6 states "A color fill should be used only if an icon is displayed in the symbol." "If a symbol includes a frame and an icon, both components should be the same color..."
SSMC Response	Approved with modifications. C.4.1 -- Approve. C.4.1.a -- Approve . C.4.1.c -- remove the word minimum and replace the first should with a will. Leave the 2nd and 3rd shoulds as is, and change the last shall to will. C.4.6 is now OBE.		
E-JITC-141	JITC	135-136, 141.	Delete color fill from octagons to comply with page 140 Appendix C instruction: "A color fill should be used only if an icon is displayed in the symbol."
SSMC Response	Disapproved. The octagon does not represent an icon in symbol.		
E-JITC-142	JITC	138	Table C-I/4 In Row 2 Column 4 change: 5.91 mm To: 5.92 mm
SSMC Response	Approved. Verify the proper measurement and make it consistent with the others.		
E-JITC-143	JITC	173	Appx D/5. In Ground Track Unit Combat Aviation Fixed Wing Utility Friend Symbol, change: A To: U
SSMC Response	Approved.		
E-JIEO-144	JIEO	252	Fig 1.3 "Weapons" is mis-spelled in the description column
SSMC Response	Approved.		
E-ARMY-145	DAMO FDQ	284	1.X.3.3.1.3.1. Change in the description the word 'Biohazard' to 'Biological'. REASON: Biological is the correct military term.
SSMC Response	Approved.		

EDITORIAL			
Number	Sponsor	Pg	Comment
E-JITC-146	JITC	394	Table E-1 Clarify: The symbol shown for Roadblock Under Construction is the same symbol shown on page 398 for Electronic Warfare Intercept.
SSMC Response	Approved.		
E-AIR FORCE-147	AF/SCTA	394, 398	Appendix E, there appear to be a duplication of symbols on page 394, "Roadblock (under construction), and page 398 "Electronic Warfare Intercept".
SSMC Response	Approved.		
E-ASPO-148	ASPO		List below. (These comments completed or on hold)
SSMC Response	Approved.		

Battle Environment missing?

1.X,S,*,-,--,--,--,*,**,**,*,BATTLE ENVIRONMENT

1X.. should be 1.X.

1X..3.1.2.4.6.1,S,*,G,UU,SR,S-,*,**,**,*,TACTICAL SATELLITE
1X..3.1.2.4.6.2,S,*,G,UU,SR,T-,*,**,**,*,TELETYPE CENTER
1X..3.1.2.4.6.3,S,*,G,UU,SR,W-,*,**,**,*,RELAY

The following is missing an *

1.X.3.1.3.5.3.2,S,,G,US,XH,C-,*,**,**,*,MAINTENANCE HEAVY CORPS

The following should have capitol X's ?

4.x.1.1,I,*,P,S-,--,--,*,**,**,*,SIGNAL INTERCEPT
4.x.1.1.1,I,*,P,SC,--,--,*,**,**,*,COMMUNICATIONS
4.x.1.1.1.1,I,*,P,SC,D-,--,*,**,**,*,SATELLITE DOWN-LINK
4.x.1.1.2,I,*,P,SR,--,--,*,**,**,*,RADAR
4.x.1.1.2.1,I,*,P,SR,D-,--,*,**,**,*,DATA TRANSMISSION
4.x.1.1.2.2,I,*,P,SR,E-,--,*,**,**,*,EARTHSURVEILLANCE
4.x.1.1.2.3,I,*,P,SR,I-,--,*,**,**,*,IFF (TRANSPONDER)
4.x.1.1.2.4,I,*,P,SR,M-,--,*,**,**,*,MULTI-FUNCTION
4.x.1.1.2.5,I,*,P,SR,T-,--,*,**,**,*,TARGET ACQUISITION
4.x.1.1.2.6,I,*,P,SR,S-,--,*,**,**,*,SPACE
4.x.1.1.2.7,I,*,P,SR,U-,--,*,**,**,*,UNKNOWN

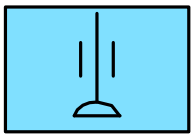
The following should be 4.X.2.

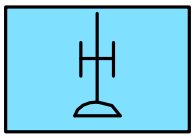
4.X2.1,I,*,A,S-,--,--,*,**,**,*,SIGNAL INTERCEPT
4.X2.1.1.1,I,*,A,SC,C-,--,*,**,**,*,CELLULAR/MOBILE

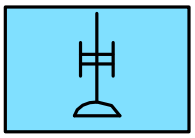
ATTACHMENT 1
TO
ENCLOSURE 4

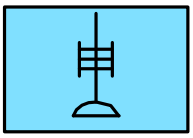
Attachment 1

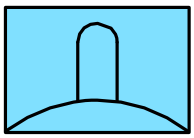

Comment 30

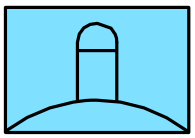

Comment 39

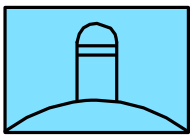

Comment 39

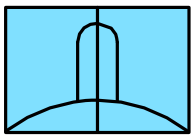

Comment 39

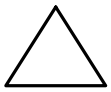

Comment 39

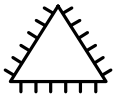

Comment 78

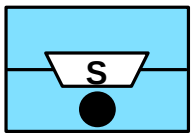

Comment 78


Comment 78


Comment 79

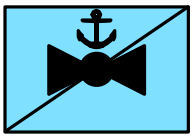

Comment 81

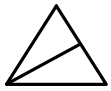

Comment 81

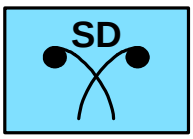


Comment 82

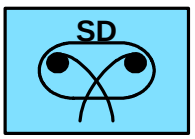

Comment 83


Comment 84

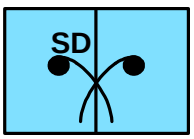

Comment 86



Comment 87



Comment 87



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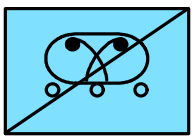
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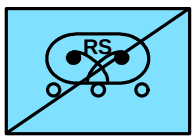

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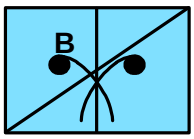

Comment 88


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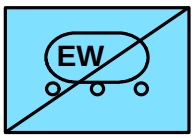
Comment 89



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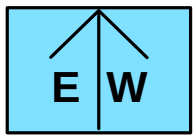
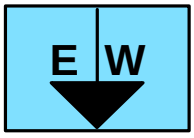


Comment 89



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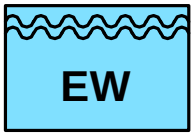
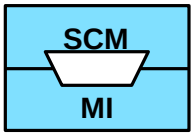


Comment 89


Comment 90



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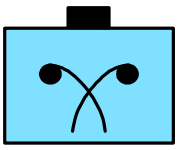
Comment 92

ATTACHMENT 2
TO
ENCLOSURE 4

APPENDIX B

SYMBOL CODING

B.1 GENERAL

B.1.1 Scope. Since symbols are constructed of standard and user defined components, symbols readily lend themselves to a standardized structure for identification. When associated with a database structure, information about a symbol can also be associated and presented. This standardization permits information systems to display and pass information about symbols and graphics to other, dissimilar systems for use and display. This appendix outlines the procedures for determining a symbol code. This appendix is a mandatory part of this standard. The information contained here in is intended for compliance.

B.2 APPLICABLE DOCUMENTS

This section is not applicable to this appendix.

B.3 DEFINITIONS

The definitions in section 3 of this standard apply to this appendix.

B.4 SYMBOL CODING SCHEME

B.4.1 Symbol code. A symbol code is a 15-character alphanumeric identifier that provides the minimum information necessary to display a specific symbol. This 15-character code is broken into 9 categories that identify the symbol graphic and its display properties. Although a symbol code may consist of 15 identifiers, not all symbols use the full 15 positions. Unused positions should be filled with a dash (-) to recognize that no information is being provided in that position. Table B-1 provides a breakdown of the 15-character symbol code in relation to the 9 categories that identify the symbol.

B.4.1.1 Code scheme, position 1. This position identifies the graphics category to which a symbol object belongs.

B.4.1.2 Affiliation, battle dimension, and status, 2, 3, and 4. These indicators are combined to determine the applicable symbol frame, color, and presentation of an object. Affiliation and battle dimension have a relationship in determining frame shape and color, Table I. Status modifies a warfighting object by representing its actual or planned location, Table II.

B.4.1.3 Function ID, positions 5 through 10. These positions identify a symbol's specialization with increasing levels of detail and specialization.

B.4.1.4 Size/mobility indicator code, positions 11 and 12. This is a two-character identifier

representing either a symbol's organizational relationship or a quantity of items, Table IV, or the mobility of ground equipment. These indicators are listed in Table B-II.

B.4.1.5 Country code, positions 13 and 14. This is a two-character country identifier with which a symbol is associated. Country code identifiers are listed in Federal Information Processong Standard (FIPS) Pub 10 series.

B.4.1.6 Order of battle, position 15. This identifier enhances the relationship of an object in relation to the mission it performs. A bomber that has nuclear weapons on board may be strategic force-related, or a tactical graphic may also perform the role of a control point. This identifier helps to further refine the relationship of an object within its role in the battle space.

B.4.2 Symbol code tables. Tables B-II through B-VII provide symbol codes and associated metadata by their coding schemes. Three categorizers are used in presenting the data in the tables. An alphanumeric identifier indicates the known value for that position for a given symbol. An asterisk (*) indicates a position a user defines based on specific symbol circumstances. A dash (-) character in the table indicates no information provided in this field. For any symbol where no code is listed in the tables, there is no graphic associated with that hierarchy number.

APPENDIX B

TABLE B-I. Symbol code positions and categories.

CODING SCHEME (1) (POSITION 1)	AFFILIATION (1) (POSITION 2)	BATTLE DIMENSION (1) (POSITION 3)	STATUS (1) (POSITION 4)
S - WARFIGHTING G - TACTICAL GRAPHICS W - WEATHER I - INTELLIGENCE M - MAPPING (reserved - under development)	P - PENDING U - UNKNOWN A - ASSUMED FRIEND F - FRIEND N - NEUTRAL S - SUSPECT H - HOSTILE J - JOKER K - FAKER O - NONE SPECIFIED	P - SPACE A - AIR G - GROUND S - SEA SURFACE U - SEA SUBSURFACE F - SOF X - OTHER	A - ANTICIPATED/PLANNED P - PRESENT

TABLE B-I. Symbol code positions and categories (cont'd).

FUNCTION ID (6) (POSITION 5 - 10)	SIZE/MOBILITY (2) (POSITION 11, 12)	COUNTRY CODE (2) (POSITION 13, 14)	ORDER OF BATTLE (1) (POSITION 15)
See tables B-III through B-VIII for specific values.	See Table B-II for specific values	See FIPS Pub series 10 or the Defense Data Dictionary System (DDDS)	A - AIR OB E - ELECTRONIC OB C - CIVILIAN OB G - GROUND OB N - MARITIME OB S - STRATEGIC FORCE RELATED X - CONTROL MARKINGS

APPENDIX B

TABLE B-II. Symbol codes - size/mobility.

NOTE: In appendices B and D, the size/mobility columns show ** to indicate that these positions may be filled as --, -*, *-, or ** where * = [0 - 9, A,...,Z].

CODE	DESCRIPTION		CODE	DESCRIPTION
- A	TEAM/CREW		AJ	HQ CORPS/MEF
- B	SQUAD		AK	HQ ARMY
- C	SECTION		AL	HQ ARMY GROUP/FRONT
- D	PLATOON/DETACHMENT		AM	HQ REGION
- E	COMPANY/BATTERY/TROOP			
- F	BATTALION/SQUADRON		B -	TASK FORCE (TF) HQ
- G	REGIMENT/GROUP		BA	TF HQ TEAM/CREW
- H	BRIGADE		BB	TF HQ SQUAD
- I	DIVISION		BC	TF HQ SECTION
- J	CORPS/MEF		BD	TF HQ PLATOON/DETACHMENT
- K	ARMY		BE	TF HQ COMPANY/BATTERY/TROOP
- L	ARMY GROUP/FRONT		BF	TF HQ BATTALION/SQUADRON
- M	REGION		BG	TF HQ REGIMENT/GROUP
- -	NULL		BH	TF HQ BRIGADE
			BI	TF HQ DIVISION
A -	HEADQUARTERS (HQ)		BJ	TF HQ CORPS/MEF
AA	HQ TEAM/CREW		BK	TF HQ ARMY
AB	HQ SQUAD		BL	TF HQ ARMY GROUP/FRONT
AC	HQ SECTION		BM	TF HQ REGION
AD	HQ PLATOON/DETACHMENT			
AE	HQ COMPANY/BATTERY/TROOP		C -	FEINT DUMMY (FD) HQ
AF	HQ BATTALION/SQUADRON		CA	FD HQ TEAM/CREW
AG	HQ REGIMENT/GROUP		CB	FD HQ SQUAD
AH	HQ BRIGADE		CC	FD HQ SECTION
AI	HQ DIVISION		CD	FD HQ PLATOON/DETACHMENT
CE	FD HQ COMPANY/BATTERY/TROOP		EB	SQUAD
CF	FD HQ BATTALION/SQUADRON		EC	SECTION

APPENDIX B

NOTE: In appendices B and D, the size/mobility columns show ** to indicate that these positions may be filled as --, -*, *-, or ** where * = [0 - 9, A,...,Z].

CODE	DESCRIPTION		CODE	DESCRIPTION
CG	FD HQ REGIMENT/GROUP		ED	PLATOON/DETACHMENT
CH	FD HQ BRIGADE		EE	COMPANY/BATTERY/TROOP
CI	FD HQ DIVISION		EF	BATTALION/SQUADRON
CJ	FD HQ CORPS/MEF		EG	REGIMENT/GROUP
CK	FD HQ ARMY		EH	BRIGADE
CL	FD HQ ARMY GROUP/FRONT		EI	DIVISION
CM	FD HQ REGION		EJ	CORPS/MEF
			EK	ARMY
D -	FEINT DUMMY/TASK FORCE (FD/TF) HQ		EL	ARMY GROUP/FRONT
DA	FD/TF HQ TEAM/CREW		EM	REGION
DB	FD/TF HQ SQUAD			
DC	FD/TF HQ SECTION		F -	FEINT DUMMY (FD)
DD	FD/TF HQ PLATOON/DETACHMENT		FA	FD TEAM/CREW
DE	FD/TF HQ COMPANY/BATTERY/TROOP		FB	FD SQUAD
DF	FD/TF HQ BATTALION/SQUADRON		FC	FD SECTION
DG	FD/TF HQ REGIMENT/GROUP		FD	FD PLATOON/DETACHMENT
DH	FD/TF HQ BRIGADE		FE	FD COMPANY/BATTERY/TROOP
DI	FD/TF HQ DIVISION		FF	FD BATTALION/SQUADRON
DJ	FD/TF HQ CORPS/MEF		FG	FD REGIMENT/GROUP
DK	FD/TF HQ ARMY		FH	FD BRIGADE
DL	FD/TF HQ ARMY GROUP/FRONT		FI	FD DIVISION
DM	FD/TF HQ REGION		FJ	FD CORPS/MEF
			FK	FD ARMY
E -	TASK FORCE		FL	FD ARMY GROUP/FRONT
EA	TEAM/CREW		FM	FD REGION
G -	FEINT DUMMY/TASK FORCE (FD/TF)		NP	MENV WHEELED/LIMITED CROSS COUNTRY - Size value located in symbol modifier C.
GA	FD/TF TEAM/CREW		NQ	MENV CROSS COUNTRY - Size value located in symbol modifier C.

APPENDIX B

NOTE: In appendices B and D, the size/mobility columns show ** to indicate that these positions may be filled as --, -*, *-, or ** where * = [0 - 9, A,...,Z].

CODE	DESCRIPTION		CODE	DESCRIPTION
GB	FD/TF SQUAD		NR	MENV TRACKED - Size value located in symbol modifier C.
GC	FD/TF SECTION		NS	MENV WHEELED AND TRACKED COMBINATION - Size value located in symbol modifier C.
GD	FD/TF PLATOON/DETACHMENT		NT	MENV RAIL - Size value located in symbol modifier C.
GE	FD/TF COMPANY/BATTERY/TROOP		NU	MENV OVER THE SNOW - Size value located in symbol modifier C.
GF	FD/TF BATTALION/SQUADRON		NV	MENV SLED - Size value located in symbol modifier C.
GG	FD/TF REGIMENT/GROUP		NW	MENV PACK ANIMALS - Size value located in symbol modifier C.
GH	FD/TF BRIGADE		NX	MENV BARGE - Size value located in symbol modifier C.
GI	FD/TF DIVISION		NY	MENV AMPHIBIOUS - Size value located in symbol modifier C.
GJ	FD/TF CORPS/MEF			
GK	FD/TF ARMY		M -	MOBILITY
GL	FD/TF ARMY GROUP/FRONT		MO	MOBILITY WHEELED/LIMITED CROSS COUNTRY
GM	FD/TF REGION		MP	MOBILITY CROSS COUNTRY
			MQ	MOBILITY TRACKED
H -	INSTALLATION		MR	MOBILITY WHEELED AND TRACKED COMBINATION
HB	FEINT DUMMY INSTALLATION		MS	MOBILITY TOWED
			MT	MOBILITY RAIL
			MU	MOBILITY OVER THE SNOW
K -	NUCLEAR YIELD IN KILOTONS - Size value located in field modifier B.		MV	MOBILITY SLED
			MW	MOBILITY PACK ANIMALS
N -	MOBILITY EQUIPMENT NUMERICAL VALUE (MENV) - Size value located in symbol modifier C.		MX	MOBILITY BARGE
NO	MENV TOWED - Size value located in symbol modifier C.		MY	MOBILITY AMPHIBIOUS

APPENDIX B

TABLE B-III. Warfighting symbol codes - space.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X	-	-	-	-	-- -- --	--	--	-	WARFIGHTING SYMBOLS
1.X.1	S	*	P	*	-- -- --	**	**	*	SPACE TRACK
1.X.1.1	S	*	P	*	S- -- --	**	**	*	SATELLITE
1.X.1.2	S	*	P	*	V- -- --	**	**	*	CREWED SPACE VEHICLE
1.X.1.3	S	*	P	*	T- -- --	**	**	*	SPACE STATION

APPENDIX B

TABLE B-IV. Warfighting symbol codes - air.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.2	S	*	A	*	--	--	--	**	**	*	AIR TRACK
1.X.2.1	S	*	A	*	M-	--	--	**	**	*	MILITARY
1.X.2.1.1	S	*	A	*	MF	--	--	**	**	*	MILITARY FIXED WING
1.X.2.1.1.1	S	*	A	*	MF	B-	--	**	**	*	BOMBER
1.X.2.1.1.2	S	*	A	*	MF	F-	--	**	**	*	FIGHTER
1.X.2.1.1.2.1	S	*	A	*	MF	FI	--	**	**	*	INTERCEPTOR
1.X.2.1.1.3	S	*	A	*	MF	T-	--	**	**	*	TRAINER
1.X.2.1.1.4	S	*	A	*	MF	A-	--	**	**	*	ATTACK/STRIKE
1.X.2.1.1.5	S	*	A	*	MF	L-	--	**	**	*	VSTOL
1.X.2.1.1.6	S	*	A	*	MF	K-	--	**	**	*	TANKER
1.X.2.1.1.7	S	*	A	*	MF	C-	--	**	**	*	CARGO AIRLIFT (TRANSPORT)
1.X.2.1.1.7.1	S	*	A	*	MF	CL	--	**	**	*	CARGO AIRLIFT (LIGHT)
1.X.2.1.1.7.2	S	*	A	*	MF	CM	--	**	**	*	CARGO AIRLIFT (MEDIUM)
1.X.2.1.1.7.3	S	*	A	*	MF	CH	--	**	**	*	CARGO AIRLIFT (HEAVY)
1.X.2.1.1.8	S	*	A	*	MF	J-	--	**	**	*	ELECTRONIC COUNTERMEASURES (ECM/JAMMER)
1.X.2.1.1.9	S	*	A	*	MF	O-	--	**	**	*	MEDEVAC
1.X.2.1.1.10	S	*	A	*	MF	R-	--	**	**	*	RECONNAISSANCE
1.X.2.1.1.10.1	S	*	A	*	MF	RW	--	**	**	*	AIRBORNE EARLY WARNING (AEW)
1.X.2.1.1.10.2	S	*	A	*	MF	RZ	--	**	**	*	ELECTRONIC SURVEILLANCE MEASURES
1.X.2.1.1.10.3	S	*	A	*	MF	RX	--	**	**	*	PHOTOGRAPHIC
1.X.2.1.1.11	S	*	A	*	MF	P-	--	**	**	*	PATROL
1.X.2.1.1.11.1	S	*	A	*	MF	PN	--	**	**	*	ANTI SURFACE WARFARE/ASUW
1.X.2.1.1.11.2	S	*	A	*	MF	PM	--	**	**	*	MINE COUNTER MEASURES
1.X.2.1.1.12	S	*	A	*	MF	U-	--	**	**	*	UTILITY
1.X.2.1.1.12.1	S	*	A	*	MF	UL	--	**	**	*	UTILITY (LIGHT)
1.X.2.1.1.12.2	S	*	A	*	MF	UM	--	**	**	*	UTILITY (MEDIUM)
1.X.2.1.1.12.3	S	*	A	*	MF	UH	--	**	**	*	UTILITY (HEAVY)
1.X.2.1.1.13	S	*	A	*	MF	Y-	--	**	**	*	COMMUNICATIONS (C3I)
1.X.2.1.1.14	S	*	A	*	MF	H-	--	**	**	*	SEARCH AND RESCUE (CSAR)

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.2.1.1.15	S	*	A	*	MF D- --	**	**	*	AIRBORNE COMMAND POST (C2)
1.X.2.1.1.16	S	*	A	*	MF Q- --	**	**	*	DRONE (RPV/UAV)
1.X.2.1.1.17	S	*	A	*	MF S- --	**	**	*	ANTI SUBMARINE WARFARE (ASW) CARRIER BASED)
1.X.2.1.1.18	S	*	A	*	MF M- --	**	**	*	SPECIAL OPERATIONS FORCES
1.X.2.1.2	S	*	A	*	MH -- --	**	**	*	HELICOPTER
1.X.2.1.2.1	S	*	A	*	MH A- --	**	**	*	ATTACK
1.X.2.1.2.2	S	*	A	*	MH S- --	**	**	*	ANTISUBMARINE WARFARE/MPA
1.X.2.1.2.3	S	*	A	*	MH U- --	**	**	*	UTILITY
1.X.2.1.2.3.1	S	*	A	*	MH UL --	**	**	*	UTILITY (LIGHT)
1.X.2.1.2.3.2	S	*	A	*	MH UM --	**	**	*	UTILITY (MEDIUM)
1.X.2.1.2.3.3	S	*	A	*	MH UH --	**	**	*	UTILITY (HEAVY)
1.X.2.1.2.4	S	*	A	*	MH I- --	**	**	*	MINE COUNTER MEASURES
1.X.2.1.2.5	S	*	A	*	MH H- --	**	**	*	SEARCH & RESCUE (CSAR)
1.X.2.1.2.6	S	*	A	*	MH R- --	**	**	*	RECONNAISSANCE
1.X.2.1.2.7	S	*	A	*	MH Q- --	**	**	*	DRONE (RPV/UAV)
1.X.2.1.2.8	S	*	A	*	MH C- --	**	**	*	CARGO AIRLIFT (TRANSPORT)
1.X.2.1.2.8.1	S	*	A	*	MH CL --	**	**	*	CARGO AIRLIFT (LIGHT)
1.X.2.1.2.8.2	S	*	A	*	MH CM --	**	**	*	CARGO AIRLIFT (MEDIUM)
1.X.2.1.2.8.3	S	*	A	*	MH CH --	**	**	*	CARGO AIRLIFT (HEAVY)
1.X.2.1.2.9	S	*	A	*	MH T- --	**	**	*	TRAINER
1.X.2.1.2.10	S	*	A	*	MH O- --	**	**	*	MEDEVAC
1.X.2.1.2.11	S	*	A	*	MH M- --	**	**	*	SPECIAL OPERATIONS FORCES (SOF)
1.X.2.1.2.12	S	*	A	*	MH D- --	**	**	*	AIRBORNE COMMAND POST (C2)
1.X.2.1.2.13	S	*	A	*	MH K- --	**	**	*	TANKER
1.X.2.1.2.14	S	*	A	*	MH J- --	**	**	*	ELECTRONIC COUNTER MEASURES (ECM/JAMMER)
1.X.2.1.3	S	*	A	*	ML -- --	**	**	*	LIGHTER THAN AIR
1.X.2.2	S	*	A	*	W- -- --	**	**	*	WEAPON
1.X.2.2.1	S	*	A	*	WM -- --	**	**	*	MISSILE IN FLIGHT
1.X.2.2.1.1	S	*	A	*	WM S- --	**	**	*	SURFACE/LAND LAUNCHED MISSILE
1.X.2.2.1.1.1	S	*	A	*	WM SS --	**	**	*	SURFACE TO SURFACE MISSILE (SSM)
1.X.2.2.1.1.2	S	*	A	*	WM SA --	**	**	*	SURFACE TO AIR MISSILE (SAM)

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.2.2.1.2	S	*	A	*	WM	A-	--	**	**	*	AIR LAUNCHED MISSILE
1.X.2.2.1.2.1	S	*	A	*	WM	AS	--	**	**	*	AIR TO SURFACE MISSILE (ASM)
1.X.2.2.1.2.2	S	*	A	*	WM	AA	--	**	**	*	AIR TO AIR MISSILE (AAM)
1.X.2.2.1.3	S	*	A	*	WM	U-	--	**	**	*	SUBSURFACE TO SURFACE MISSILE (S/SSM)
1.X.2.2.1.4	S	*	A	*	WM	L-	--	**	**	*	LAND ATTACK MISSILE
1.X.2.2.2	S	*	A	*	WD	--	--	**	**	*	DECOY
1.X.2.3	S	*	A	*	C-	--	--	**	**	*	CIVIL AIRCRAFT
1.X.2.3.1	S	*	A	*	CF	--	--	**	**	*	FIXED WING
1.X.2.3.2	S	*	A	*	CH	--	--	**	**	*	HELICOPTER
1.X.2.3.3	S	*	A	*	CL	--	--	**	**	*	LIGHTER THAN AIR

APPENDIX B

TABLE B-V. Warfighting symbol codes - ground.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3	S	*	G	*	--	--	--	**	**	*	GROUND TRACK
1.X.3.1	S	*	G	*	U-	--	--	**	**	*	UNIT
1.X.3.1.1	S	*	G	*	UC	--	--	**	**	*	COMBAT
1.X.3.1.1.1	S	*	G	*	UC	D-	--	**	**	*	AIR DEFENSE
1.X.3.1.1.1.1	S	*	G	*	UC	DS	--	**	**	*	SHORT RANGE
1.X.3.1.1.1.1.1	S	*	G	*	UC	DS	C-	**	**	*	CHAPARRAL
1.X.3.1.1.1.1.2	S	*	G	*	UC	DS	S-	**	**	*	STINGER
1.X.3.1.1.1.1.3	S	*	G	*	UC	DS	V-	**	**	*	VULCAN
1.X.3.1.1.1.2	S	*	G	*	UC	DM	--	**	**	*	AIR DEFENSE MISSILE
1.X.3.1.1.1.2.1	S	*	G	*	UC	DM	L-	**	**	*	AIR DEFENSE MISSILE LIGHT
1.X.3.1.1.1.2.1.1	S	*	G	*	UC	DM	LA	**	**	*	AIR DEFENSE MISSILE AVENGER
1.X.3.1.1.1.2.2	S	*	G	*	UC	DM	M-	**	**	*	AIR DEFENSE MISSILE MEDIUM
1.X.3.1.1.1.2.3	S	*	G	*	UC	DM	H-	**	**	*	AIR DEFENSE MISSILE HEAVY
1.X.3.1.1.1.2.4	S	*	G	*	UC	DH	--	**	**	*	H/MAD
1.X.3.1.1.1.2.4.1	S	*	G	*	UC	DH	H-	**	**	*	HAWK
1.X.3.1.1.1.2.4.2	S	*	G	*	UC	DH	P-	**	**	*	PATRIOT
1.X.3.1.1.1.3	S	*	G	*	UC	DG	--	**	**	*	GUN UNIT
1.X.3.1.1.1.4	S	*	G	*	UC	DC	--	**	**	*	COMPOSITE
1.X.3.1.1.1.5	S	*	G	*	UC	DT	--	**	**	*	TARGETING UNIT
1.X.3.1.1.1.6	S	*	G	*	UC	DO	--	**	**	*	THEATER MISSILE DEFENSE UNIT
1.X.3.1.1.2	S	*	G	*	UC	A-	--	**	**	*	ARMOR
1.X.3.1.1.2.1	S	*	G	*	UC	AT	--	**	**	*	ARMOR TRACK
1.X.3.1.1.2.1.1	S	*	G	*	UC	AT	A-	**	**	*	ARMOR TRACK AIRBORNE
1.X.3.1.1.2.1.2	S	*	G	*	UC	AT	W-	**	**	*	ARMOR TRACK AMPHIBIOUS
1.X.3.1.1.2.1.2.1	S	*	G	*	UC	AT	WR	**	**	*	ARMOR TRACK AMPHIBIOUS RECOVERY
1.X.3.1.1.2.1.3	S	*	G	*	UC	AT	L-	**	**	*	ARMOR TRACK, LIGHT
1.X.3.1.1.2.1.4	S	*	G	*	UC	AT	M-	**	**	*	ARMOR TRACK, MEDIUM
1.X.3.1.1.2.1.5	S	*	G	*	UC	AT	H-	**	**	*	ARMOR TRACK, HEAVY
1.X.3.1.1.2.1.6	S	*	G	*	UC	AT	R-	**	**	*	ARMOR TRACK, RECOVERY
1.X.3.1.1.2.2	S	*	G	*	UC	AW	--	**	**	*	ARMOR, WHEELED

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.1.2.2.1	S	*	G	*	UC	AW	S-	**	**	*	ARMOR, WHEELED AIR ASSAULT
1.X.3.1.1.2.2.2	S	*	G	*	UC	AW	A-	**	**	*	ARMOR, WHEELED AIRBORNE
1.X.3.1.1.2.2.3	S	*	G	*	UC	AW	W-	**	**	*	ARMOR, WHEELED AMPHIBIOUS
1.X.3.1.1.2.2.3.1	S	*	G	*	UC	AW	WR	**	**	*	ARMOR, WHEELED AMPHIBIOUS RECOVERY
1.X.3.1.1.2.2.4	S	*	G	*	UC	AW	L-	**	**	*	ARMOR, WHEELED LIGHT
1.X.3.1.1.2.2.5	S	*	G	*	UC	AW	M-	**	**	*	ARMOR, WHEELED MEDIUM
1.X.3.1.1.2.2.6	S	*	G	*	UC	AW	H-	**	**	*	ARMOR, WHEELED HEAVY
1.X.3.1.1.2.2.7	S	*	G	*	UC	AW	R-	**	**	*	ARMOR, WHEELED RECOVERY
1.X.3.1.1.3	S	*	G	*	UC	AA	--	**	**	*	ANTI ARMOR
1.X.3.1.1.3.1	S	*	G	*	UC	AA	D-	**	**	*	ANTI ARMOR DISMOUNTED
1.X.3.1.1.3.2	S	*	G	*	UC	AA	L-	**	**	*	ANTI ARMOR LIGHT
1.X.3.1.1.3.3	S	*	G	*	UC	AA	M-	**	**	*	ANTI ARMOR AIRBORNE
1.X.3.1.1.3.4	S	*	G	*	UC	AA	S-	**	**	*	ANTI ARMOR AIR ASSAULT
1.X.3.1.1.3.5	S	*	G	*	UC	AA	U-	**	**	*	ANTI ARMOR MOUNTAIN
1.X.3.1.1.3.6	S	*	G	*	UC	AA	C-	**	**	*	ANTI ARMOR ARCTIC
1.X.3.1.1.3.7	S	*	G	*	UC	AA	A-	**	**	*	ANTI ARMOR ARMORED
1.X.3.1.1.3.7.1	S	*	G	*	UC	AA	AT	**	**	*	ANTI ARMOR ARMORED TRACKED
1.X.3.1.1.3.7.2	S	*	G	*	UC	AA	AW	**	**	*	ANTI ARMOR ARMORED WHEELED
1.X.3.1.1.3.7.3	S	*	G	*	UC	AA	AS	**	**	*	ANTI ARMOR ARMORED AIR ASSAULT
1.X.3.1.1.3.8	S	*	G	*	UC	AA	O-	**	**	*	ANTI ARMOR MOTORIZED
1.X.3.1.1.3.8.1	S	*	G	*	UC	AA	OS	**	**	*	ANTI ARMOR MOTORIZED AIR ASSAULT
1.X.3.1.1.4	S	*	G	*	UC	V-	--	**	**	*	AVIATION
1.X.3.1.1.4.1	S	*	G	*	UC	VF	--	**	**	*	FIXED WING
1.X.3.1.1.4.1.1	S	*	G	*	UC	VF	U-	**	**	*	UTILITY FIXED WING
1.X.3.1.1.4.1.2	S	*	G	*	UC	VF	A-	**	**	*	ATTACK FIXED WING
1.X.3.1.1.4.1.3	S	*	G	*	UC	VF	R-	**	**	*	RECON FIXED WING
1.X.3.1.1.4.2	S	*	G	*	UC	VR	--	**	**	*	ROTARY WING
1.X.3.1.1.4.2.1	S	*	G	*	UC	VR	A-	**	**	*	ATTACK ROTARY
1.X.3.1.1.4.2.2	S	*	G	*	UC	VR	S-	**	**	*	SCOUT ROTARY
1.X.3.1.1.4.2.3	S	*	G	*	UC	VR	W-	**	**	*	ANTISUBMARINE WARFARE ROTARY

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.1.4.2.4	S	*	G	*	UC	VR	U-	**	**	*	UTILITY ROTARY WING
1.X.3.1.1.4.2.4.1	S	*	G	*	UC	VR	UL	**	**	*	LIGHT UTILITY ROTARY
1.X.3.1.1.4.2.4.2	S	*	G	*	UC	VR	UM	**	**	*	MEDIUM UTILITY ROTARY
1.X.3.1.1.4.2.4.3	S	*	G	*	UC	VR	UH	**	**	*	HEAVY UTILITY ROTARY
1.X.3.1.1.4.2.5	S	*	G	*	UC	VR	UC	**	**	*	C2 ROTARY
1.X.3.1.1.4.2.6	S	*	G	*	UC	VR	UE	**	**	*	MEDEVAC ROTARY
1.X.3.1.1.4.2.7	S	*	G	*	UC	VR	M-	**	**	*	MINE COUNTERMEASURE ROTARY
1.X.3.1.1.4.3	S	*	G	*	UC	VS	--	**	**	*	SEARCH AND RESCUE
1.X.3.1.1.4.4	S	*	G	*	UC	VC	--	**	**	*	COMPOSITE
1.X.3.1.1.4.5	S	*	G	*	UC	VV	--	**	**	*	VERTICAL/SHORT TAKEOFF & LANDING (V/STOL)
1.X.3.1.1.4.6	S	*	G	*	UC	VU	--	**	**	*	UNMANNED AERIAL VEHICLE
1.X.3.1.1.4.6.1	S	*	G	*	UC	VU	F-	**	**	*	UNMANNED AERIAL VEHICLE FIXED WING
1.X.3.1.1.4.6.2	S	*	G	*	UC	VU	R-	**	**	*	UNMANNED AERIAL VEHICLE ROTARY WING
1.X.3.1.1.5	S	*	G	*	UC	I-	--	**	**	*	INFANTRY
1.X.3.1.1.5.1	S	*	G	*	UC	IL	--	**	**	*	INFANTRY LIGHT
1.X.3.1.1.5.2	S	*	G	*	UC	IM	--	**	**	*	INFANTRY MOTORIZED
1.X.3.1.1.5.3	S	*	G	*	UC	IO	--	**	**	*	INFANTRY MOUNTAIN
1.X.3.1.1.5.4	S	*	G	*	UC	IA	--	**	**	*	INFANTRY AIRBORNE
1.X.3.1.1.5.5	S	*	G	*	UC	IS	--	**	**	*	INFANTRY AIR ASSAULT
1.X.3.1.1.5.6	S	*	G	*	UC	IZ	--	**	**	*	INFANTRY MECHANIZED
1.X.3.1.1.5.7	S	*	G	*	UC	IN	--	**	**	*	INFANTRY NAVAL
1.X.3.1.1.5.8	S	*	G	*	UC	II	--	**	**	*	INFANTRY FIGHTING VEHICLE
1.X.3.1.1.5.9	S	*	G	*	UC	IC	--	**	**	*	INFANTRY ARCTIC
1.X.3.1.1.6	S	*	G	*	UC	E-	--	**	**	*	ENGINEER
1.X.3.1.1.6.1	S	*	G	*	UC	EC	--	**	**	*	COMBAT ENGINEER
1.X.3.1.1.6.1.1	S	*	G	*	UC	EC	S-	**	**	*	AIR ASSAULT COMBAT ENGINEER
1.X.3.1.1.6.1.2	S	*	G	*	UC	EC	A-	**	**	*	AIRBORNE COMBAT ENGINEER
1.X.3.1.1.6.1.3	S	*	G	*	UC	EC	C-	**	**	*	ARCTIC COMBAT ENGINEER
1.X.3.1.1.6.1.4	S	*	G	*	UC	EC	L-	**	**	*	LIGHT COMBAT ENGINEER (SAPPER)
1.X.3.1.1.6.1.5	S	*	G	*	UC	EC	M-	**	**	*	MEDIUM COMBAT ENGINEER

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.1.6.1.6	S	*	G	*	UC	EC	H-	**	**	*	HEAVY COMBAT ENGINEER
1.X.3.1.1.6.1.7	S	*	G	*	UC	EC	T-	**	**	*	MECHANIZED (TRACK) COMBAT ENGINEER
1.X.3.1.1.6.1.8	S	*	G	*	UC	EC	W-	**	**	*	MOTORIZED COMBAT ENGINEER
1.X.3.1.1.6.1.9	S	*	G	*	UC	EC	O-	**	**	*	MOUNTAIN COMBAT ENGINEER
1.X.3.1.1.6.1.10	S	*	G	*	UC	EC	R-	**	**	*	RECON COMBAT ENGINEER
1.X.3.1.1.6.2	S	*	G	*	UC	EN	--	**	**	*	CONSTRUCTION ENGINEER
1.X.3.1.1.6.2.1	S	*	G	*	UC	EN	N-	**	**	*	NAVAL CONSTRUCTION ENGINEER
1.X.3.1.1.7	S	*	G	*	UC	F-	--	**	**	*	FIELD ARTILLERY
1.X.3.1.1.7.1	S	*	G	*	UC	FH	--	**	**	*	HOWITZER/GUN
1.X.3.1.1.7.1.1	S	*	G	*	UC	FH	E-	**	**	*	SELF PROPELLED
1.X.3.1.1.7.1.2	S	*	G	*	UC	FH	S-	**	**	*	AIR ASSAULT
1.X.3.1.1.7.1.3	S	*	G	*	UC	FH	A-	**	**	*	AIRBORNE
1.X.3.1.1.7.1.4	S	*	G	*	UC	FH	C-	**	**	*	ARCTIC
1.X.3.1.1.7.1.5	S	*	G	*	UC	FH	O-	**	**	*	MOUNTAIN
1.X.3.1.1.7.1.6	S	*	G	*	UC	FH	L-	**	**	*	LIGHT
1.X.3.1.1.7.1.7	S	*	G	*	UC	FH	M-	**	**	*	MEDIUM
1.X.3.1.1.7.1.8	S	*	G	*	UC	FH	H-	**	**	*	HEAVY
1.X.3.1.1.7.1.9	S	*	G	*	UC	FH	X-	**	**	*	AMPHIBIOUS
1.X.3.1.1.7.2	S	*	G	*	UC	FR	--	**	**	*	ROCKET
1.X.3.1.1.7.2.1	S	*	G	*	UC	FR	S-	**	**	*	SINGLE ROCKET LAUNCHER
1.X.3.1.1.7.2.1.1	S	*	G	*	UC	FR	SS	**	**	*	SINGLE ROCKET SELF PROPELLED
1.X.3.1.1.7.2.1.2	S	*	G	*	UC	FR	SR	**	**	*	SINGLE ROCKET TRUCK
1.X.3.1.1.7.2.1.3	S	*	G	*	UC	FR	ST	**	**	*	SINGLE ROCKET TOWED
1.X.3.1.1.7.2.2	S	*	G	*	UC	FR	M-	**	**	*	MULTI ROCKET LAUNCHER
1.X.3.1.1.7.2.2.1	S	*	G	*	UC	FR	MS	**	**	*	MULTI ROCKET SELF PROPELLED
1.X.3.1.1.7.2.2.2	S	*	G	*	UC	FR	MR	**	**	*	MULTI ROCKET TRUCK
1.X.3.1.1.7.2.2.3	S	*	G	*	UC	FR	MT	**	**	*	MULTI ROCKET TOWED
1.X.3.1.1.7.3	S	*	G	*	UC	FT	--	**	**	*	TARGET ACQUISITION
1.X.3.1.1.7.3.1	S	*	G	*	UC	FT	R-	**	**	*	RADAR
1.X.3.1.1.7.3.2	S	*	G	*	UC	FT	S-	**	**	*	SOUND
1.X.3.1.1.7.3.3	S	*	G	*	UC	FT	F-	**	**	*	FLASH (OPTICAL)
1.X.3.1.1.7.3.4	S	*	G	*	UC	FT	C-	**	**	*	COLT/FIST

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.1.7.3.4.1	S	*	G	*	UC	FT	CD	**	**	*	DISMOUNTED COLT/FIST
1.X.3.1.1.7.3.4.2	S	*	G	*	UC	FT	CM	**	**	*	TRACKED COLT/FIST
1.X.3.1.1.7.3.5	S	*	G	*	UC	FT	A-	**	**	*	ANGLICO
1.X.3.1.1.7.4	S	*	G	*	UC	FM	--	**	**	*	MORTAR
1.X.3.1.1.7.4.1	S	*	G	*	UC	FM	S-	**	**	*	SELF PROPELLED (SP) TRACKED MORTAR
1.X.3.1.1.7.4.2	S	*	G	*	UC	FM	SW	**	**	*	SP WHEELED MORTAR
1.X.3.1.1.7.4.3	S	*	G	*	UC	FM	T-	**	**	*	TOWED MORTAR
1.X.3.1.1.7.4.3.1	S	*	G	*	UC	FM	TA	**	**	*	TOWED AIRBORNE MORTAR
1.X.3.1.1.7.4.3.2	S	*	G	*	UC	FM	TS	**	**	*	TOWED AIR ASSAULT MORTAR
1.X.3.1.1.7.4.3.3	S	*	G	*	UC	FM	TC	**	**	*	TOWED ARCTIC MORTAR
1.X.3.1.1.7.4.3.4	S	*	G	*	UC	FM	TO	**	**	*	TOWED MOUNTAIN MORTAR
1.X.3.1.1.7.4.4	S	*	G	*	UC	FM	L-	**	**	*	AMPHIBIOUS MORTAR
1.X.3.1.1.7.5	S	*	G	*	UC	FS	--	**	**	*	ARTILLERY SURVEY
1.X.3.1.1.7.5.1	S	*	G	*	UC	FS	S-	**	**	*	AIR ASSAULT
1.X.3.1.1.7.5.2	S	*	G	*	UC	FS	A-	**	**	*	AIRBORNE
1.X.3.1.1.7.5.3	S	*	G	*	UC	FS	L-	**	**	*	LIGHT
1.X.3.1.1.7.5.4	S	*	G	*	UC	FS	O-	**	**	*	MOUNTAIN
1.X.3.1.1.7.6	S	*	G	*	UC	FM	--	**	**	*	METEOROLOGICAL
1.X.3.1.1.7.6.1	S	*	G	*	UC	FM	S-	**	**	*	AIR ASSAULT METEOROLOGICAL
1.X.3.1.1.7.6.2	S	*	G	*	UC	FM	A-	**	**	*	AIRBORNE METEOROLOGICAL
1.X.3.1.1.7.6.3	S	*	G	*	UC	FM	L-	**	**	*	LIGHT METEOROLOGICAL
1.X.3.1.1.7.6.4	S	*	G	*	UC	FM	O-	**	**	*	MOUNTAIN METEOROLOGICAL
1.X.3.1.1.8	S	*	G	*	UC	R-	--	**	**	*	RECONNAISSANCE
1.X.3.1.1.8.1	S	*	G	*	UC	RH	--	**	**	*	HORSE RECON
1.X.3.1.1.8.2	S	*	G	*	UC	RV	--	**	**	*	CAVALRY
1.X.3.1.1.8.2.1	S	*	G	*	UC	RV	A-	**	**	*	ARMORED CAVALRY
1.X.3.1.1.8.2.2	S	*	G	*	UC	RV	M-	**	**	*	MOTORIZED CAVALRY
1.X.3.1.1.8.2.3	S	*	G	*	UC	RV	G-	**	**	*	GROUND CAVALRY
1.X.3.1.1.8.2.4	S	*	G	*	UC	RV	O-	**	**	*	AIR CAVALRY
1.X.3.1.1.8.3	S	*	G	*	UC	RC	--	**	**	*	ARCTIC RECON
1.X.3.1.1.8.4	S	*	G	*	UC	RS	--	**	**	*	AIR ASSAULT RECON
1.X.3.1.1.8.5	S	*	G	*	UC	RA	--	**	**	*	AIRBORNE RECON

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.1.8.6	S	*	G	*	UC	RO	--	**	**	*	MOUNTAIN RECON
1.X.3.1.1.8.7	S	*	G	*	UC	RLL	--	**	**	*	LIGHT RECON
1.X.3.1.1.8.8	S	*	G	*	UC	RR	--	**	**	*	MARINE RECON
1.X.3.1.1.8.8.1	S	*	G	*	UC	RR	D-	**	**	*	MARINE DIVISION
1.X.3.1.1.8.8.2	S	*	G	*	UC	RR	F-	**	**	*	MARINE FORCE
1.X.3.1.1.8.8.3	S	*	G	*	UC	RR	L-	**	**	*	MARINE LAR
1.X.3.1.1.8.9	S	*	G	*	UC	RX	--	**	**	*	LRS
1.X.3.1.1.9	S	*	G	*	UC	M-	--	**	**	*	MISSILE (SURF-SURF)
1.X.3.1.1.9.1	S	*	G	*	UC	MT	--	**	**	*	TACTICAL MISSILE
1.X.3.1.1.9.2	S	*	G	*	UC	MS	--	**	**	*	STRATEGIC MISSILE
1.X.3.1.1.10	S	*	G	*	UC	I-	--	**	**	*	INTERNAL SECURITY FORCES
1.X.3.1.1.10.1	S	*	G	*	UC	IW	--	**	**	*	RIVERINE FORCES
1.X.3.1.1.10.2	S	*	G	*	UC	IG	--	**	**	*	GROUND FORCES
1.X.3.1.1.10.2.1	S	*	G	*	UC	IG	D-	**	**	*	DISMOUNTED GROUND FORCES
1.X.3.1.1.10.2.2	S	*	G	*	UC	IG	M-	**	**	*	MOTORIZED GROUND FORCES
1.X.3.1.1.10.2.3	S	*	G	*	UC	IG	A-	**	**	*	MECHANIZED GROUND FORCES
1.X.3.1.1.10.3	S	*	G	*	UC	IM	--	**	**	*	WHEELED MECHANIZED FORCES
1.X.3.1.1.10.4	S	*	G	*	UC	IR	--	**	**	*	RAILROAD FORCES
1.X.3.1.1.10.5	S	*	G	*	UC	IA	--	**	**	*	AVIATION FORCES
1.X.3.1.2	S	*	G	*	UU	--	--	**	**	*	COMBAT SUPPORT
1.X.3.1.2.1	S	*	G	*	UU	A-	--	**	**	*	COMBAT SUPPORT NBC
1.X.3.1.2.1.1	S	*	G	*	UU	AC	--	**	**	*	CHEMICAL
1.X.3.1.2.1.1.1	S	*	G	*	UU	AC	C-	**	**	*	SMOKE/DECON
1.X.3.1.2.1.1.1.1	S	*	G	*	UU	AC	CK	**	**	*	MECHANIZED SMOKE/DECON
1.X.3.1.2.1.1.1.2	S	*	G	*	UU	AC	CM	**	**	*	MOTORIZED SMOKE/DECON
1.X.3.1.2.1.1.2	S	*	G	*	UU	AC	S-	**	**	*	SMOKE
1.X.3.1.2.1.1.2.1	S	*	G	*	UU	AC	SM	**	**	*	MOTORIZED SMOKE
1.X.3.1.2.1.1.2.2	S	*	G	*	UU	AC	SA	**	**	*	ARMOR SMOKE
1.X.3.1.2.1.1.3	S	*	G	*	UU	AC	R-	**	**	*	CHEMICAL RECON
1.X.3.1.2.1.1.3.1	S	*	G	*	UU	AC	RW	**	**	*	CHEMICAL WHEELED ARMORED VEHICLE
1.X.3.1.2.1.1.3.2	S	*	G	*	UU	AC	RS	**	**	*	CHEMICAL WHEELED ARMORED VEHICLE RS

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.2.1.2	S	*	G	*	UU	AN	--	**	**	*	NUCLEAR
1.X.3.1.2.1.3	S	*	G	*	UU	AB	--	**	**	*	BIOLOGICAL
1.X.3.1.2.1.3.1	S	*	G	*	UU	AB	R-	**	**	*	RECON EQUIPPED
1.X.3.1.2.1.4	S	*	G	*	UU	AD	--	**	**	*	DECONTAMINATION
1.X.3.1.2.2	S	*	G	*	UU	M-	--	**	**	*	MILITARY INTELLIGENCE
1.X.3.1.2.2.1	S	*	G	*	UU	MA	--	**	**	*	AERIAL EXPLOITATION
1.X.3.1.2.2.2	S	*	G	*	UU	MS	--	**	**	*	SIGNAL INTELLIGENCE (SIGINT)
1.X.3.1.2.2.2.1	S	*	G	*	UU	MS	E-	**	**	*	ELECTRONIC WARFARE
1.X.3.1.2.2.2.1.1	S	*	G	*	UU	MS	EA	**	**	*	ARMORED WHEELED VEHICLE
1.X.3.1.2.2.2.1.2	S	*	G	*	UU	MS	ED	**	**	*	DIRECTION FINDING
1.X.3.1.2.2.2.1.3	S	*	G	*	UU	MS	EI	**	**	*	INTERCEPT
1.X.3.1.2.2.2.1.4	S	*	G	*	UU	MS	EJ	**	**	*	JAMMING
1.X.3.1.2.2.3	S	*	G	*	UU	MC	--	**	**	*	COUNTER INTELLIGENCE
1.X.3.1.2.2.4	S	*	G	*	UU	MR	--	**	**	*	SURVEILLANCE
1.X.3.1.2.2.4.1	S	*	G	*	UU	MR	G-	**	**	*	GROUND SURVEILLANCE RADAR
1.X.3.1.2.2.4.2	S	*	G	*	UU	MR	S-	**	**	*	SENSOR
1.X.3.1.2.2.4.2.1	S	*	G	*	UU	MR	SS	**	**	*	SENSOR SCM
1.X.3.1.2.2.4.3	S	*	G	*	UU	MR	X-	**	**	*	COMMON GROUND STATION
1.X.3.1.2.2.4.4	S	*	G	*	UU	MM	O-	**	**	*	METEOROLOGICAL
1.X.3.1.2.2.5	S	*	G	*	UU	MO	--	**	**	*	OPERATIONS
1.X.3.1.2.2.6	S	*	G	*	UU	MT	--	**	**	*	TACTICAL EXPLOIT
1.X.3.1.2.2.7	S	*	G	*	UU	MQ	--	**	**	*	INTERROGATION
1.X.3.1.2.2.8	S	*	G	*	UU	MJ	--	**	**	*	JOINT INTELLIGENCE CENTER
1.X.3.1.2.3	S	*	G	*	UU	L-	--	**	**	*	LAW ENFORCEMENT UNIT
1.X.3.1.2.3.1	S	*	G	*	UU	LS	--	**	**	*	SHORE PATROL
1.X.3.1.2.3.2	S	*	G	*	UU	LM	--	**	**	*	MILITARY POLICE
1.X.3.1.2.3.3	S	*	G	*	UU	LC	--	**	**	*	CIVILIAN LAW ENFORCEMENT
1.X.3.1.2.3.4	S	*	G	*	UU	LF	--	**	**	*	SECURITY POLICE (AIR)
1.X.3.1.2.3.5	S	*	G	*	UU	LD	--	**	**	*	CENTRAL INTELLIGENCE DIVISION (CID)
1.X.3.1.2.4	S	*	G	*	UU	S-	--	**	**	*	SIGNAL UNIT
1.X.3.1.2.4.1	S	*	G	*	UU	SA	--	**	**	*	AREA

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.2.4.2	S	*	G	*	UU	SC	--	**	**	*	COMMUNICATION CONFIGURED PACKAGE
1.X.3.1.2.4.2.1	S	*	G	*	UU	SC	L-	**	**	*	LARGE COMMUNICATION CONFIGURED PACKAGE
1.X.3.1.2.4.3	S	*	G	*	UU	SO	--	**	**	*	COMMAND OPERATIONS
1.X.3.1.2.4.4	S	*	G	*	UU	SF	--	**	**	*	FORWARD COMMUNICATIONS
1.X.3.1.2.4.5	S	*	G	*	UU	SM	--	**	**	*	MULTIPLE SUBSCRIBER ELEMENT
1.X.3.1.2.4.5.1	S	*	G	*	UU	SM	S-	**	**	*	SMALL EXTENSION NODE
1.X.3.1.2.4.5.2	S	*	G	*	UU	SM	L-	**	**	*	LARGE EXTENSION NODE
1.X.3.1.2.4.5.3	S	*	G	*	UU	SM	N-	**	**	*	NODE CENTER
1.X.3.1.2.4.6	S	*	G	*	UU	SR	--	**	**	*	RADIO UNIT
1.X.3.1.2.4.6.1	S	*	G	*	UU	SR	S-	**	**	*	TACTICAL SATELLITE
1.X.3.1.2.4.6.2	S	*	G	*	UU	SR	T-	**	**	*	TELETYPE CENTER
1.X.3.1.2.4.6.3	S	*	G	*	UU	SR	W-	**	**	*	RELAY
1.X.3.1.2.4.7	S	*	G	*	UU	SS	--	**	**	*	SIGNAL SUPPORT
1.X.3.1.2.4.8	S	*	G	*	UU	SW	--	**	**	*	TELEPHONE SWITCH
1.X.3.1.2.4.9	S	*	G	*	UU	SX	--	**	**	*	ELECTRONIC RANGING
1.X.3.1.2.5	S	*	G	*	UU	I-	--	**	**	*	INFORMATION WARFARE UNIT
1.X.3.1.2.6	S	*	G	*	UU	L-	--	**	**	*	LANDING SUPPORT
1.X.3.1.2.7	S	*	G	*	UU	E-	--	**	**	*	EXPLOSIVE ORDINANCE DISPOSAL
1.X.3.1.3	S	*	G	*	US	--	--	**	**	*	COMBAT SERVICE SUPPORT
1.X.3.1.3.1	S	*	G	*	US	A-	--	**	**	*	ADMINISTRATIVE (ADMIN)
1.X.3.1.3.1.1	S	*	G	*	US	AT	--	**	**	*	ADMIN THEATER
1.X.3.1.3.1.2	S	*	G	*	US	AC	--	**	**	*	ADMIN CORPS
1.X.3.1.3.1.3	S	*	G	*	US	AJ	--	**	**	*	JUDGE ADVOCATE GENERAL (JAG)
1.X.3.1.3.1.3.1	S	*	G	*	US	AJ	T-	**	**	*	JAG THEATER
1.X.3.1.3.1.3.2	S	*	G	*	US	AJ	C-	**	**	*	JAG CORPS
1.X.3.1.3.1.4	S	*	G	*	US	AO	--	**	**	*	POSTAL
1.X.3.1.3.1.4.1	S	*	G	*	US	AO	T-	**	**	*	POSTAL THEATER
1.X.3.1.3.1.4.2	S	*	G	*	US	AO	C-	**	**	*	POSTAL CORPS
1.X.3.1.3.1.5	S	*	G	*	US	AF	--	**	**	*	FINANCE
1.X.3.1.3.1.5.1	S	*	G	*	US	AF	T-	**	**	*	FINANCE THEATER
1.X.3.1.3.1.5.2	S	*	G	*	US	AF	C-	**	**	*	FINANCE CORPS

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.3.1.6	S	*	G	*	US	AS	--	**	**	*	PERSONNEL SERVICES
1.X.3.1.3.1.6.1	S	*	G	*	US	AS	T-	**	**	*	PERSONNEL THEATER
1.X.3.1.3.1.6.2	S	*	G	*	US	AS	C-	**	**	*	PERSONNEL CORPS
1.X.3.1.3.1.7	S	*	G	*	US	AM	--	**	**	*	MORTUARY/GRAVES REGISTRY
1.X.3.1.3.1.7.1	S	*	G	*	US	AM	T-	**	**	*	MORTUARY/GRAVES REGISTRY THEATER
1.X.3.1.3.1.7.2	S	*	G	*	US	AM	C-	**	**	*	MORTUARY/GRAVES REGISTRY CORPS
1.X.3.1.3.1.8	S	*	G	*	US	AR	--	**	**	*	RELIGIOUS/CHAPLAIN
1.X.3.1.3.1.8.1	S	*	G	*	US	AR	T-	**	**	*	RELIGIOUS/CHAPLAIN THEATER
1.X.3.1.3.1.8.2	S	*	G	*	US	AR	C-	**	**	*	RELIGIOUS/CHAPLAIN CORPS
1.X.3.1.3.1.9	S	*	G	*	US	AP	--	**	**	*	PUBLIC AFFAIRS
1.X.3.1.3.1.9.1	S	*	G	*	US	AP	T-	**	**	*	PUBLIC AFFAIRS THEATER
1.X.3.1.3.1.9.2	S	*	G	*	US	AP	C-	**	**	*	PUBLIC AFFAIRS CORPS
1.X.3.1.3.1.9.3	S	*	G	*	US	AP	B-	**	**	*	PUBLIC AFFAIRS BROADCAST
1.X.3.1.3.1.9.3.1	S	*	G	*	US	AP	BT	**	**	*	PUBLIC AFFAIRS BROADCAST THEATER
1.X.3.1.3.1.9.3.2	S	*	G	*	US	AP	BC	**	**	*	PUBLIC AFFAIRS BROADCAST CORPS
1.X.3.1.3.1.9.4	S	*	G	*	US	AP	M-	**	**	*	PUBLIC AFFAIRS JOINT INFORMATION BUREAU (JIB)
1.X.3.1.3.1.9.4.1	S	*	G	*	US	AP	MT	**	**	*	PUBLIC AFFAIRS JIB THEATER
1.X.3.1.3.1.9.4.2	S	*	G	*	US	AP	MC	**	**	*	PUBLIC AFFAIRS JIB CORPS
1.X.3.1.3.1.10	S	*	G	*	US	AR	--	**	**	*	REPLACEMENT HOLDING UNIT (RHU)
1.X.3.1.3.1.10.1	S	*	G	*	US	AR	T-	**	**	*	RHU THEATER
1.X.3.1.3.1.10.2	S	*	G	*	US	AR	C-	**	**	*	RHU CORPS
1.X.3.1.3.1.11	S	*	G	*	US	AL	--	**	**	*	LABOR
1.X.3.1.3.1.11.1	S	*	G	*	US	AL	T-	**	**	*	LABOR THEATER
1.X.3.1.3.1.11.2	S	*	G	*	US	AL	C-	**	**	*	LABOR CORPS
1.X.3.1.3.1.12	S	*	G	*	US	AW	--	**	**	*	MORAL, WELFARE, RECREATION (MWR)
1.X.3.1.3.1.12.1	S	*	G	*	US	AW	T-	**	**	*	MWR THEATER
1.X.3.1.3.1.12.2	S	*	G	*	US	AW	C-	**	**	*	MWR CORPS
1.X.3.1.3.1.13	S	*	G	*	US	AQ	--	**	**	*	QUARTERMASTER (SUPPLY)

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.3.1.13.1	S	*	G	*	US	AQ	T-	**	**	*	QUARTERMASTER (SUPPLY) THEATER
1.X.3.1.3.1.13.2	S	*	G	*	US	AQ	C-	**	**	*	QUARTERMASTER (SUPPLY) CORPS
1.X.3.1.3.2	S	*	G	*	US	M-	--	**	**	*	MEDICAL
1.X.3.1.3.2.1	S	*	G	*	US	MT	--	**	**	*	MEDICAL THEATER
1.X.3.1.3.2.2	S	*	G	*	US	MC	--	**	**	*	MEDICAL CORPS
1.X.3.1.3.2.3	S	*	G	*	US	MM	--	**	**	*	MEDICAL TREATMENT FACILITY
1.X.3.1.3.2.3.1	S	*	G	*	US	MM	T-	**	**	*	MEDICAL TREATMENT FACILITY THEATER
1.X.3.1.3.2.3.2	S	*	G	*	US	MM	C-	**	**	*	MEDICAL TREATMENT FACILITY CORPS
1.X.3.1.3.2.4	S	*	G	*	US	MV	--	**	**	*	MEDICAL VETERINARY
1.X.3.1.3.2.4.1	S	*	G	*	US	MV	T-	**	**	*	MEDICAL VETERINARY THEATER
1.X.3.1.3.2.4.2	S	*	G	*	US	MV	C-	**	**	*	MEDICAL VETERINARY CORPS
1.X.3.1.3.2.5	S	*	G	*	US	MD	--	**	**	*	MEDICAL DENTAL
1.X.3.1.3.2.5.1	S	*	G	*	US	MD	T-	**	**	*	MEDICAL DENTAL THEATER
1.X.3.1.3.2.5.2	S	*	G	*	US	MD	C-	**	**	*	MEDICAL DENTAL CORPS
1.X.3.1.3.2.6	S	*	G	*	US	MP	--	**	**	*	MEDICAL PSYCHOLOGICAL
1.X.3.1.3.2.6.1	S	*	G	*	US	MP	T-	**	**	*	MEDICAL PSYCHOLOGICAL THEATER
1.X.3.1.3.2.6.2	S	*	G	*	US	MP	C-	**	**	*	MEDICAL PSYCHOLOGICAL CORPS
1.X.3.1.3.3	S	*	G	*	US	S-	--	**	**	*	SUPPLY
1.X.3.1.3.3.1	S	*	G	*	US	ST	--	**	**	*	SUPPLY THEATER
1.X.3.1.3.3.2	S	*	G	*	US	SC	--	**	**	*	SUPPLY CORPS
1.X.3.1.3.3.3	S	*	G	*	US	S1	--	**	**	*	SUPPLY CLASS I
1.X.3.1.3.3.3.1	S	*	G	*	US	S1	T-	**	**	*	SUPPLY CLASS I THEATER
1.X.3.1.3.3.3.2	S	*	G	*	US	S1	C-	**	**	*	SUPPLY CLASS I CORPS
1.X.3.1.3.3.4	S	*	G	*	US	S2	--	**	**	*	SUPPLY CLASS II
1.X.3.1.3.3.4.1	S	*	G	*	US	S2	T-	**	**	*	SUPPLY CLASS II THEATER
1.X.3.1.3.3.4.2	S	*	G	*	US	S2	C-	**	**	*	SUPPLY CLASS II CORPS
1.X.3.1.3.3.5	S	*	G	*	US	S3	--	**	**	*	SUPPLY CLASS III
1.X.3.1.3.3.5.1	S	*	G	*	US	S3	T-	**	**	*	SUPPLY CLASS III THEATER
1.X.3.1.3.3.5.2	S	*	G	*	US	S3	C-	**	**	*	SUPPLY CLASS III CORPS
1.X.3.1.3.3.5.3	S	*	G	*	US	S3	A-	**	**	*	SUPPLY CLASS III AVIATION

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.3.3.5.3.1	S	*	G	*	US	S3	AT	**	**	*	SUPPLY CLASS III AVIATION THEATER
1.X.3.1.3.3.5.3.2	S	*	G	*	US	S3	AC	**	**	*	SUPPLY CLASS III AVIATION CORPS
1.X.3.1.3.3.6	S	*	G	*	US	S4	--	**	**	*	SUPPLY CLASS IV
1.X.3.1.3.3.6.1	S	*	G	*	US	S4	T-	**	**	*	SUPPLY CLASS IV THEATER
1.X.3.1.3.3.6.2	S	*	G	*	US	S4	C-	**	**	*	SUPPLY CLASS IV CORPS
1.X.3.1.3.3.7	S	*	G	*	US	S5	--	**	**	*	SUPPLY CLASS V
1.X.3.1.3.3.7.1	S	*	G	*	US	S5	T-	**	**	*	SUPPLY CLASS V THEATER
1.X.3.1.3.3.7.2	S	*	G	*	US	S5	C-	**	**	*	SUPPLY CLASS V CORPS
1.X.3.1.3.3.8	S	*	G	*	US	S6	--	**	**	*	SUPPLY CLASS VI
1.X.3.1.3.3.8.1	S	*	G	*	US	S6	T-	**	**	*	SUPPLY CLASS VI THEATER
1.X.3.1.3.3.8.2	S	*	G	*	US	S6	C-	**	**	*	SUPPLY CLASS VI CORPS
1.X.3.1.3.3.9	S	*	G	*	US	S7	--	**	**	*	SUPPLY CLASS VII
1.X.3.1.3.3.9.1	S	*	G	*	US	S7	T-	**	**	*	SUPPLY CLASS VII THEATER
1.X.3.1.3.3.9.2	S	*	G	*	US	S7	C-	**	**	*	SUPPLY CLASS VII CORPS
1.X.3.1.3.3.10	S	*	G	*	US	S8	--	**	**	*	SUPPLY CLASS VIII
1.X.3.1.3.3.10.1	S	*	G	*	US	S8	T-	**	**	*	SUPPLY CLASS VIII THEATER
1.X.3.1.3.3.10.2	S	*	G	*	US	S8	C-	**	**	*	SUPPLY CLASS VIII CORPS
1.X.3.1.3.3.11	S	*	G	*	US	S9	--	**	**	*	SUPPLY CLASS IX
1.X.3.1.3.3.11.1	S	*	G	*	US	S9	T-	**	**	*	SUPPLY CLASS IX THEATER
1.X.3.1.3.3.11.2	S	*	G	*	US	S9	C-	**	**	*	SUPPLY CLASS IX CORPS
1.X.3.1.3.3.12	S	*	G	*	US	SX	--	**	**	*	SUPPLY CLASS X
1.X.3.1.3.3.12.1	S	*	G	*	US	SX	T-	**	**	*	SUPPLY CLASS X THEATER
1.X.3.1.3.3.12.2	S	*	G	*	US	SX	C-	**	**	*	SUPPLY CLASS X CORPS
1.X.3.1.3.3.13	S	*	G	*	US	SL	--	**	**	*	SUPPLY LAUNDRY/BATH
1.X.3.1.3.3.13.1	S	*	G	*	US	SL	T-	**	**	*	SUPPLY LAUNDRY/BATH THEATER
1.X.3.1.3.3.13.2	S	*	G	*	US	SL	C-	**	**	*	SUPPLY LAUNDRY/BATH CORPS
1.X.3.1.3.3.14	S	*	G	*	US	SW	--	**	**	*	SUPPLY WATER
1.X.3.1.3.3.14.1	S	*	G	*	US	SW	T-	**	**	*	SUPPLY WATER THEATER
1.X.3.1.3.3.14.2	S	*	G	*	US	SW	C-	**	**	*	SUPPLY WATER CORPS
1.X.3.1.3.3.14.3	S	*	G	*	US	SW	P-	**	**	*	SUPPLY WATER PURIFICATION
1.X.3.1.3.3.14.3.1	S	*	G	*	US	SW	PT	**	**	*	SUPPLY WATER PURIFICATION THEATER

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.3.3.14.3.2	S	*	G	*	US	SW	PC	**	**	*	SUPPLY WATER PURIFICATION CORPS
1.X.3.1.3.4	S	*	G	*	US	T-	--	**	**	*	TRANSPORTATION
1.X.3.1.3.4.1	S	*	G	*	US	TT	--	**	**	*	TRANSPORTATION THEATER
1.X.3.1.3.4.2	S	*	G	*	US	TC	--	**	**	*	TRANSPORTATION CORPS
1.X.3.1.3.4.3	S	*	G	*	US	TM	--	**	**	*	MCC
1.X.3.1.3.4.3.1	S	*	G	*	US	TM	T-	**	**	*	MCC THEATER
1.X.3.1.3.4.3.2	S	*	G	*	US	TM	C-	**	**	*	MCC CORPS
1.X.3.1.3.4.4	S	*	G	*	US	TR	--	**	**	*	RAILHEAD
1.X.3.1.3.4.4.1	S	*	G	*	US	TR	T-	**	**	*	RAILHEAD THEATER
1.X.3.1.3.4.4.2	S	*	G	*	US	TR	C-	**	**	*	RAILHEAD CORPS
1.X.3.1.3.4.5	S	*	G	*	US	TS	--	**	**	*	SPOD/SPOE
1.X.3.1.3.4.5.1	S	*	G	*	US	TS	T-	**	**	*	SPOD/SPOE THEATER
1.X.3.1.3.4.5.2	S	*	G	*	US	TS	C-	**	**	*	SPOD/SPOE CORPS
1.X.3.1.3.4.6	S	*	G	*	US	TA	--	**	**	*	APOD/APOE
1.X.3.1.3.4.6.1	S	*	G	*	US	TA	T-	**	**	*	APOD/APOE THEATER
1.X.3.1.3.4.6.2	S	*	G	*	US	TA	C-	**	**	*	APOD/APOE CORPS
1.X.3.1.3.4.7	S	*	G	*	US	TI	--	**	**	*	MISSILE
1.X.3.1.3.4.7.1	S	*	G	*	US	TI	T-	**	**	*	MISSILE THEATER
1.X.3.1.3.4.7.2	S	*	G	*	US	TI	C-	**	**	*	MISSILE CORPS
1.X.3.1.3.5	S	*	G	*	US	X-	--	**	**	*	MAINTENANCE
1.X.3.1.3.5.1	S	*	G	*	US	XT	--	**	**	*	MAINTENANCE THEATER
1.X.3.1.3.5.2	S	*	G	*	US	XC	--	**	**	*	MAINTENANCE CORPS
1.X.3.1.3.5.3	S	*	G	*	US	XH	--	**	**	*	MAINTENANCE HEAVY
1.X.3.1.3.5.3.1	S	*	G	*	US	XH	T-	**	**	*	MAINTENANCE HEAVY THEATER
1.X.3.1.3.5.3.2	S	*	G	*	US	XH	C-	**	**	*	MAINTENANCE HEAVY CORPS
1.X.3.1.3.5.4	S	*	G	*	US	XR	--	**	**	*	MAINTENANCE RECOVERY
1.X.3.1.3.5.4.1	S	*	G	*	US	XR	T-	**	**	*	MAINTENANCE RECOVERY THEATER
1.X.3.1.3.5.4.2	S	*	G	*	US	XR	C-	**	**	*	MAINTENANCE RECOVERY CORPS
1.X.3.1.3.5.5	S	*	G	*	US	XO	--	**	**	*	ORDINANCE
1.X.3.1.3.5.5.1	S	*	G	*	US	XO	T-	**	**	*	ORDINANCE THEATER
1.X.3.1.3.5.5.2	S	*	G	*	US	XO	C-	**	**	*	ORDINANCE CORPS
1.X.3.1.3.5.5.3	S	*	G	*	US	XO	M-	**	**	*	ORDINANCE MISSILE
1.X.3.1.3.5.5.3.1	S	*	G	*	US	XO	MT	**	**	*	ORDINANCE MISSILE THEATER

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.3.5.5.3.2	S	*	G	*	US	XO	MC	**	**	*	ORDINANCE MISSILE CORPS
1.X.3.1.3.5.6	S	*	G	*	US	XE	--	**	**	*	ELECTRO-OPTICAL
1.X.3.1.3.5.6.1	S	*	G	*	US	XE	T-	**	**	*	ELECTRO-OPTICAL THEATER
1.X.3.1.3.5.6.2	S	*	G	*	US	XE	C-	**	**	*	ELECTRO-OPTICAL CORPS
1.X.3.1.3.6	S	*	G	*	US	E-	--	**	**	*	ELECTRONIC WARFARE
1.X.3.1.3.6.1	S	*	G	*	US	ET	--	**	**	*	ELECTRONIC WARFARE THEATER
1.X.3.1.3.6.2	S	*	G	*	US	EC	--	**	**	*	ELECTRONIC WARFARE CORPS
1.X.3.1.4	S	*	G	*	UH	--	--	**	**	*	SPECIAL C2 HEADQUARTERS COMPONENT
1.X.3.2	S	*	G	*	E-	--	--	**	**	*	GROUND EQUIPMENT
1.X.3.2.1	S	*	G	*	EW	--	--	**	**	*	WEAPONS
1.X.3.2.1.1	S	*	G	*	EW	M-	--	**	**	*	MISSILE LAUNCHERS
1.X.3.2.1.1.1	S	*	G	*	EW	MA	--	**	**	*	AIR DEFENSE (AD) MISSILE LAUNCH
1.X.3.2.1.1.1.1	S	*	G	*	EW	MA	T-	**	**	*	AD MISSILE LAUNCH THEATER
1.X.3.2.1.1.1.2	S	*	G	*	EW	MA	L-	**	**	*	LONG RANGE AD MISSILE LAUNCH
1.X.3.2.1.1.1.3	S	*	G	*	EW	MA	I-	**	**	*	INTERMEDIATE RANGE AD MISSILE LAUNCH
1.X.3.2.1.1.1.4	S	*	G	*	EW	MA	S-	**	**	*	SHORT RANGE AD MISSILE LAUNCH
1.X.3.2.1.1.2	S	*	G	*	EW	MS	--	**	**	*	SURF-SURF (SS) MISSILE LAUNCHER
1.X.3.2.1.1.2.1	S	*	G	*	EW	MS	L-	**	**	*	LONG RANGE SS MISSILE LAUNCH
1.X.3.2.1.1.2.2	S	*	G	*	EW	MS	I-	**	**	*	INTERMEDIATE RANGE SS MISSILE LAUNCH
1.X.3.2.1.1.2.3	S	*	G	*	EW	MS	S-	**	**	*	SHORT RANGE SS MISSILE LAUNCH
1.X.3.2.1.1.3	S	*	G	*	EW	MT	--	**	**	*	ANTI TANK (AT) MISSILE LAUNCHER
1.X.3.2.1.1.3.1	S	*	G	*	EW	MT	L-	**	**	*	LIGHT AT MISSILE LAUNCHER
1.X.3.2.1.1.3.2	S	*	G	*	EW	MT	M-	**	**	*	MEDIUM AT MISSILE LAUNCHER
1.X.3.2.1.1.3.3	S	*	G	*	EW	MT	H-	**	**	*	HEAVY AT MISSILE LAUNCHER
1.X.3.2.1.2	S	*	G	*	EW	S-	--	**	**	*	SINGLE ROCKET LAUNCHER
1.X.3.2.1.2.1	S	*	G	*	EW	SL	--	**	**	*	SINGLE ROCKET LAUNCHER LIGHT
1.X.3.2.1.2.2	S	*	G	*	EW	SM	--	**	**	*	SINGLE ROCKET LAUNCHER MEDIUM
1.X.3.2.1.2.3	S	*	G	*	EW	SH	--	**	**	*	SINGLE ROCKET LAUNCHER HEAVY
1.X.3.2.1.3	S	*	G	*	EW	X-	--	**	**	*	MULTIPLE ROCKET LAUNCHER
1.X.3.2.1.3.1	S	*	G	*	EW	XL	--	**	**	*	MULTIPLE ROCKET LAUNCHER LIGHT

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.2.1.3.2	S	*	G	*	EW	XM	--	**	**	*	MULTIPLE ROCKET LAUNCHER MEDIUM
1.X.3.2.1.3.3	S	*	G	*	EW	XH	--	**	**	*	MULTIPLE ROCKET LAUNCHER HEAVY
1.X.3.2.1.4	S	*	G	*	EW	T-	--	**	**	*	ANTITANK ROCKET LAUNCHER
1.X.3.2.1.4.1	S	*	G	*	EW	TL	--	**	**	*	ANTITANK ROCKET LAUNCHER LIGHT
1.X.3.2.1.4.2	S	*	G	*	EW	TM	--	**	**	*	ANTITANK ROCKET LAUNCHER MEDIUM
1.X.3.2.1.4.3	S	*	G	*	EW	TH	--	**	**	*	ANTITANK ROCKET LAUNCHER HEAVY
1.X.3.2.1.5	S	*	G	*	EW	R-	--	**	**	*	RIFLE/AUTOMATIC WEAPON
1.X.3.2.1.5.1	S	*	G	*	EW	RR	--	**	**	*	RIFLE
1.X.3.2.1.5.2	S	*	G	*	EW	RL	--	**	**	*	LIGHT MACHINE GUN
1.X.3.2.1.5.3	S	*	G	*	EW	RH	--	**	**	*	HEAVY MACHINE GUN
1.X.3.2.1.6	S	*	G	*	EW	Z-	--	**	**	*	GRENADE LAUNCHER
1.X.3.2.1.6.1	S	*	G	*	EW	ZL	--	**	**	*	LIGHT GRENADE
1.X.3.2.1.6.2	S	*	G	*	EW	ZM	--	**	**	*	MEDIUM GRENADE
1.X.3.2.1.6.3	S	*	G	*	EW	ZH	--	**	**	*	HEAVY GRENADE
1.X.3.2.1.7	S	*	G	*	EW	O-	--	**	**	*	MORTAR
1.X.3.2.1.7.1	S	*	G	*	EW	OL	--	**	**	*	LIGHT MORTAR
1.X.3.2.1.7.2	S	*	G	*	EW	OM	--	**	**	*	MEDIUM MORTAR
1.X.3.2.1.7.3	S	*	G	*	EW	OH	--	**	**	*	HEAVY MORTAR
1.X.3.2.1.8	S	*	G	*	EW	H-	--	**	**	*	HOWITZER
1.X.3.2.1.8.1	S	*	G	*	EW	HL	--	**	**	*	LIGHT HOWITZER
1.X.3.2.1.8.1.1	S	*	G	*	EW	HL	S-	**	**	*	LIGHT HOWITZER SELF-PROPELLED
1.X.3.2.1.8.2	S	*	G	*	EW	HM	--	**	**	*	MEDIUM HOWITZER
1.X.3.2.1.8.2.1	S	*	G	*	EW	HM	S-	**	**	*	MEDIUM HOWITZER SELF-PROPELLED
1.X.3.2.1.8.3	S	*	G	*	EW	HH	--	**	**	*	HEAVY HOWITZER
1.X.3.2.1.8.3.1	S	*	G	*	EW	HH	S-	**	**	*	HEAVY HOWITZER SELF-PROPELLED
1.X.3.2.1.9	S	*	G	*	EW	G-	--	**	**	*	ANTITANK (AT) GUN
1.X.3.2.1.9.1	S	*	G	*	EW	GR	--	**	**	*	RECOILLESS AT GUN
1.X.3.2.1.9.2	S	*	G	*	EW	GL	--	**	**	*	LIGHT AT GUN

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.2.1.9.3	S	*	G	*	EW	GM	--	**	**	*	MEDIUM AT GUN
1.X.3.2.1.9.4	S	*	G	*	EW	GH	--	**	**	*	HEAVY AT GUN
1.X.3.2.1.10	S	*	G	*	EW	D-	--	**	**	*	DIRECT FIRE GUN
1.X.3.2.1.10.1	S	*	G	*	EW	DL	--	**	**	*	LIGHT DIRECT FIRE GUN
1.X.3.2.1.10.1.1	S	*	G	*	EW	DL	S-	**	**	*	LIGHT DIRECT FIRE GUN SELF-PROPELLED
1.X.3.2.1.10.2	S	*	G	*	EW	DM	--	**	**	*	MEDIUM DIRECT FIRE GUN
1.X.3.2.1.10.2.1	S	*	G	*	EW	DM	S-	**	**	*	MEDIUM DIRECT FIRE GUN SELF-PROPELLED
1.X.3.2.1.10.3	S	*	G	*	EW	DH	--	**	**	*	HEAVY DIRECT FIRE GUN
1.X.3.2.1.10.3.1	S	*	G	*	EW	DH	S-	**	**	*	HEAVY DIRECT FIRE GUN SELF-PROPELLED
1.X.3.2.1.11	S	*	G	*	EW	A-	--	**	**	*	AIR DEFENSE GUN
1.X.3.2.1.11.1	S	*	G	*	EW	AL	--	**	**	*	AIR DEFENSE GUN LIGHT
1.X.3.2.1.11.2	S	*	G	*	EW	AM	--	**	**	*	AIR DEFENSE GUN MEDIUM
1.X.3.2.1.11.3	S	*	G	*	EW	AH	--	**	**	*	AIR DEFENSE GUN HEAVY
1.X.3.2.2	S	*	G	*	EV	--	--	**	**	*	GROUND VEHICLE
1.X.3.2.2.1	S	*	G	*	EV	A-	--	**	**	*	ARMORED VEHICLE
1.X.3.2.2.1.1	S	*	G	*	EV	AT	--	**	**	*	TANK
1.X.3.2.2.1.1.1	S	*	G	*	EV	AT	L-	**	**	*	LIGHT TANK
1.X.3.2.2.1.1.1.1	S	*	G	*	EV	AT	W-	**	**	*	LIGHT TANK RECOVERY
1.X.3.2.2.1.1.2	S	*	G	*	EV	AT	M-	**	**	*	MEDIUM TANK
1.X.3.2.2.1.1.2.1	S	*	G	*	EV	AT	X-	**	**	*	MEDIUM TANK RECOVERY
1.X.3.2.2.1.1.3	S	*	G	*	EV	AT	H-	**	**	*	HEAVY TANK
1.X.3.2.2.1.1.3.1	S	*	G	*	EV	AT	Y-	**	**	*	HEAVY TANK RECOVERY
1.X.3.2.2.1.2	S	*	G	*	EV	AA	--	**	**	*	ARMORED PERSONNEL CARRIER
1.X.3.2.2.1.2.1	S	*	G	*	EV	AA	R-	**	**	*	ARMORED PERSONNEL CARRIER RECOVERY
1.X.3.2.2.1.3	S	*	G	*	EV	AI	--	**	**	*	ARMORED INFANTRY
1.X.3.2.2.1.4	S	*	G	*	EV	AC	--	**	**	*	C2V/ACV
1.X.3.2.2.1.5	S	*	G	*	EV	AS	--	**	**	*	COMBAT SERVICE SUPPORT VEHICLE
1.X.3.2.2.1.6	S	*	G	*	EV	AL	--	**	**	*	LIGHT ARMORED VEHICLE
1.X.3.2.2.2	S	*	G	*	EV	U-	--	**	**	*	UTILITY VEHICLE
1.X.3.2.2.2.1	S	*	G	*	EV	UB	--	**	**	*	BUS

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.2.2.2.2	S	*	G	*	EV	US	--	**	**	*	SEMI
1.X.3.2.2.2.3	S	*	G	*	EV	UT	L-	**	**	*	LIMITED X-COUNTRY TRUCK
1.X.3.2.2.2.4	S	*	G	*	EV	UT	X-	**	**	*	CROSS-COUNTRY TRUCK
1.X.3.2.2.2.5	S	*	G	*	EV	UR	--	**	**	*	WATER CRAFT
1.X.3.2.2.3	S	*	G	*	EV	E-	--	**	**	*	ENGINEER VEHICLE
1.X.3.2.2.3.1	S	*	G	*	EV	EB	--	**	**	*	BRIDGE
1.X.3.2.2.3.2	S	*	G	*	EV	EE	--	**	**	*	EARTHMOVER
1.X.3.2.2.3.3	S	*	G	*	EV	EC	--	**	**	*	CONSTRUCTION VEHICLE
1.X.3.2.2.3.4	S	*	G	*	EV	EM	--	**	**	*	MINE LAYING VEHICLE
1.X.3.2.2.3.4.1	S	*	G	*	EV	EM	A-	**	**	*	ARMORED VEHICLE MOUNTED
1.X.3.2.2.3.4.2	S	*	G	*	EV	EM	T-	**	**	*	TRAILER MOUNTED
1.X.3.2.2.3.4.3	S	*	G	*	EV	EM	V-	**	**	*	ARMORED CARRIER WITH VOLCANO
1.X.3.2.2.3.4.4	S	*	G	*	EV	EM	L-	**	**	*	TRUCK MOUNTED WITH VOLCANO
1.X.3.2.2.3.5	S	*	G	*	EV	ED	--	**	**	*	DOZER
1.X.3.2.2.4	S	*	G	*	EV	ST	--	**	**	*	TRAIN LOCOMOTIVE
1.X.3.2.2.5	S	*	G	*	EV	C-	--	**	**	*	CIVILIAN VEHICLE
1.X.3.2.3	S	*	G	*	ES	--	--	**	**	*	SENSOR
1.X.3.2.3.1	S	*	G	*	ES	R-	--	**	**	*	RADAR
1.X.3.2.3.2	S	*	G	*	ES	E-	--	**	**	*	EMPLACED SENSOR
1.X.3.2.4	S	*	G	*	EX	--	--	**	**	*	SPECIAL EQUIPMENT
1.X.3.2.4.1	S	*	G	*	EX	L-	--	**	**	*	LASER
1.X.3.2.4.2	S	*	G	*	EX	N-	--	**	**	*	NBC EQUIPMENT
1.X.3.2.4.3	S	*	G	*	EX	F-	--	**	**	*	FLAME THROWER
1.X.3.2.4.4	S	*	G	*	EX	M-	--	**	**	*	LAND MINES
1.X.3.2.4.4.1	S	*	G	*	EX	MC	--	**	**	*	CLAYMORE
1.X.3.2.4.4.2	S	*	G	*	EX	ML	--	**	**	*	LESS THAN LETHAL
1.X.3.3	S	*	G	*	I-	--	--	H*	**	*	INSTALLATION
1.X.3.3.1	S	*	G	*	IR	--	--	H*	**	*	RAW MATERIAL PRODUCTION/STORAGE
1.X.3.3.1.1	S	*	G	*	IR	M-	--	H*	**	*	MINE
1.X.3.3.1.2	S	*	G	*	IR	P-	--	H*	**	*	PETROLEUM/GAS/OIL
1.X.3.3.1.3	S	*	G	*	IR	N-	--	H*	**	*	NBC
1.X.3.3.1.3.1	S	*	G	*	IR	NB	--	H*	**	*	BIOHAZARD

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.3.1.3.2	S	*	G	*	IR	NC	--	H*	**	*	CHEMICAL
1.X.3.3.1.3.3	S	*	G	*	IR	NN	--	H*	**	*	NUCLEAR
1.X.3.3.2	S	*	G	*	IP	--	--	H*	**	*	PROCESSING FACILITY
1.X.3.3.2.1	S	*	G	*	IP	D-	--	H*	**	*	DECON PROCESSING
1.X.3.3.3	S	*	G	*	IE	--	--	H*	**	*	EQUIPMENT MANUFACTURE
1.X.3.3.4	S	*	G	*	IU	--	--	H*	**	*	SERVICE, RESEARCH, UTILITY FACILITY
1.X.3.3.4.1	S	*	G	*	IU	R-	--	H*	**	*	TECHNOLOGICAL RESEARCH FACILITY
1.X.3.3.4.2	S	*	G	*	IU	T-	--	H*	**	*	TELECOMMUNICATIONS FACILITY
1.X.3.3.4.3	S	*	G	*	IU	E-	--	H*	**	*	ELECTRIC POWER FACILITY
1.X.3.3.4.4	S	*	G	*	IU	P-	--	H*	**	*	PUBLIC WATER SERVICES
1.X.3.3.5	S	*	G	*	IM	--	--	H*	**	*	MILITARY MATERIEL FACILITY
1.X.3.3.5.1	S	*	G	*	IM	F-	--	H*	**	*	ATOMIC ENERGY REACTOR
1.X.3.3.5.2	S	*	G	*	IM	A-	--	H*	**	*	AIRCRAFT PRODUCTION & ASSEMBLY
1.X.3.3.5.3	S	*	G	*	IM	E-	--	H*	**	*	AMMUNITION AND EXPLOSIVES PRODUCTION
1.X.3.3.5.4	S	*	G	*	IM	G-	--	H*	**	*	ARMAMENT PRODUCTION
1.X.3.3.5.5	S	*	G	*	IM	V-	--	H*	**	*	MILITARY VEHICLE PRODUCTION
1.X.3.3.5.6	S	*	G	*	IM	N-	--	H*	**	*	ENGINEERING EQUIPMENT PRODUCTION
1.X.3.3.5.6.1	S	*	G	*	IM	NB	--	H*	**	*	BRIDGE
1.X.3.3.5.7	S	*	G	*	IM	C-	--	H*	**	*	CHEMICAL & BIOLOGICAL WARFARE PRODUCTION
1.X.3.3.5.8	S	*	G	*	IM	S-	--	H*	**	*	SHIP CONSTRUCTION
1.X.3.3.5.9	S	*	G	*	IM	M-	--	H*	**	*	MISSILE & SPACE SYSTEM PRODUCTION
1.X.3.3.6	S	*	G	*	IG	--	--	H*	**	*	GOVERNMENT LEADERSHIP
1.X.3.3.7	S	*	G	*	IB	--	--	H*	**	*	MILITARY BASE/FACILITY
1.X.3.3.7.1	S	*	G	*	IB	A-	--	H*	**	*	AIRPORT/AIRBASE
1.X.3.3.7.2	S	*	G	*	IB	N-	--	H*	**	*	SEAPORT/NAVAL BASE
1.X.3.3.8	S	*	G	*	IT	--	--	H*	**	*	TRANSPORT FACILITY
1.X.3.3.9	S	*	G	*	IM	--	--	H*	**	*	MEDICAL FACILITY

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.3.9.1	S	*	G	*	IM H- --	H*	**	*	HOSPITAL

APPENDIX B

TABLE B-VI. Warfighting symbol codes - sea surface.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			ECHELON/SIZE	COUNTRY	ORDER OF BATTLE	DESCRIPTION
1.X.4	S	*	S	*	--	--	--	**	**	*	SURFACE TRACK
1.X.4.1	S	*	S	*	C-	--	--	**	**	*	COMBATANT
1.X.4.1.1	S	*	S	*	CL	--	--	**	**	*	LINE
1.X.4.1.1.1	S	*	S	*	CL	CV	--	**	**	*	CARRIER
1.X.4.1.1.2	S	*	S	*	CL	BB	--	**	**	*	BATTLESHIP
1.X.4.1.1.3	S	*	S	*	CL	CC	--	**	**	*	CRUISER
1.X.4.1.1.4	S	*	S	*	CL	DD	--	**	**	*	DESTROYER
1.X.4.1.1.5	S	*	S	*	CL	FF	--	**	**	*	FRIGATE/CORVETTE
1.X.4.1.2	S	*	S	*	CA	--	--	**	**	*	AMPHIBIOUS WARFARE SHIP
1.X.4.1.2.1	S	*	S	*	CA	LA	--	**	**	*	ASSAULT VESSEL
1.X.4.1.2.2	S	*	S	*	CA	LS	--	**	**	*	LANDING SHIP
1.X.4.1.2.3	S	*	S	*	CA	LC	--	**	**	*	LANDING CRAFT
1.X.4.1.3	S	*	S	*	CM	--	--	**	**	*	MINE WARFARE VESSEL
1.X.4.1.3.1	S	*	S	*	CM	ML	--	**	**	*	MINELAYER
1.X.4.1.3.2	S	*	S	*	CM	MS	--	**	**	*	MINESWEEPER
1.X.4.1.3.3	S	*	S	*	CM	MH	--	**	**	*	MINEHUNTER
1.X.4.1.3.4	S	*	S	*	CM	MA	--	**	**	*	MCM SUPPORT
1.X.4.1.3.5	S	*	S	*	CM	MD	--	**	**	*	MCM DRONE
1.X.4.1.4	S	*	S	*	CP	--	--	**	**	*	PATROL
1.X.4.1.4.1	S	*	S	*	CP	SB	--	**	**	*	ANTI SUBMARINE WARFARE
1.X.4.1.4.2	S	*	S	*	CP	SU	--	**	**	*	ANTI SURFACE WARFARE
1.X.4.1.5	S	*	S	*	CH	--	--	**	**	*	HOVERCRAFT
1.X.4.2	S	*	S	*	N-	--	--	**	**	*	NON COMBATANT
1.X.4.2.1	S	*	S	*	NR	--	--	**	**	*	UNDERWAY REPLENISHMENT
1.X.4.2.2	S	*	S	*	NF	--	--	**	**	*	FLEET SUPPORT
1.X.4.2.3	S	*	S	*	NI	--	--	**	**	*	INTELLIGENCE
1.X.4.2.4	S	*	S	*	NS	--	--	**	**	*	SERVICE & SUPPORT HARBOR
1.X.4.2.5	S	*	S	*	NM	--	--	**	**	*	HOSPITAL SHIP
1.X.4.2.6	S	*	S	*	NH	--	--	**	**	*	HOVERCRAFT
1.X.4.3	S	*	S	*	X-	--	--	**	**	*	NON MILITARY
1.X.4.3.1	S	*	S	*	XM	--	--	**	**	*	MERCHANT

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			ECHELON / SIZE	COUNTRY	ORDER OF BATTLE	DESCRIPTION
1.X.4.3.1.1	S	*	S	*	XM	C-	--	**	**	*	CARGO
1.X.4.3.1.2	S	*	S	*	XM	R-	--	**	**	*	ROLL ON-ROLL OFF
1.X.4.3.1.3	S	*	S	*	XM	O-	--	**	**	*	OILER/TANKER
1.X.4.3.1.4	S	*	S	*	XM	TU	--	**	**	*	TUG
1.X.4.3.1.5	S	*	S	*	XM	F-	--	**	**	*	FERRY
1.X.4.3.1.6	S	*	S	*	XM	P-	--	**	**	*	PASSENGER
1.X.4.3.1.7	S	*	S	*	XM	H-	--	**	**	*	HAZARDOUS MATERIALS (HAZMAT)
1.X.4.3.1.8	S	*	S	*	XM	TO	--	**	**	*	TOWING VESSEL
1.X.4.3.2	S	*	S	*	XF	--	--	**	**	*	FISHING
1.X.4.3.2.1	S	*	S	*	XF	DF	--	**	**	*	DRIFTER
1.X.4.3.2.2	S	*	S	*	XF	DR	--	**	**	*	DREDGE
1.X.4.3.2.3	S	*	S	*	XF	TR	--	**	**	*	TRAWLER
1.X.4.3.3	S	*	S	*	XR	--	--	**	**	*	LEISURE CRAFT
1.X.4.3.4	S	*	S	*	XL	--	--	**	**	*	LAW ENFORCEMENT VESSEL
1.X.4.3.5	S	*	S	*	XH	--	--	**	**	*	HOVERCRAFT

APPENDIX B

TABLE B-VII. Warfighting symbol codes - sea subsurface.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.5	S	*	U	*	--	--	--	**	**	*	SUBSURFACE TRACK
1.X.5.1	S	*	U	*	S-	--	--	**	**	*	SUBMARINE
1.X.5.1.1	S	*	U	*	SN	--	--	**	**	*	NUCLEAR PROPULSION
1.X.5.1.2	S	*	U	*	SC	--	--	**	**	*	CONVENTIONAL PROPULSION
1.X.5.1.3	S	*	U	*	SO	--	--	**	**	*	OTHER SUBMERSIBLE
1.X.5.2	S	*	U	*	W-	--	--	**	**	*	UNDERWATER WEAPON
1.X.5.2.1	S	*	U	*	WT	--	--	**	**	*	TORPEDO
1.X.5.2.2	S	*	U	*	WM	--	--	**	**	*	SEA MINE
1.X.5.2.2.1	S	*	U	*	WM	D-	--	**	**	*	SEA MINE (DEALT)
1.X.5.2.2.2	S	*	U	*	WM	G-	--	**	**	*	GROUND SEA MINE
1.X.5.2.2.2.1	S	*	U	*	WM	GD	--	**	**	*	GROUND SEA MINE (DEALT)
1.X.5.2.2.3	S	*	U	*	WM	M-	--	**	**	*	MOORED SEA MINE
1.X.5.2.2.3.1	S	*	U	*	WM	MD	--	**	**	*	MOORED SEA MINE (DEALT)
1.X.5.2.2.4	S	*	U	*	WM	F-	--	**	**	*	FLOATING SEA MINE
1.X.5.2.2.4.1	S	*	U	*	WM	FD	--	**	**	*	FLOATING SEA MINE (DEALT)
1.X.5.2.2.5	S	*	U	*	WM	O-	--	**	**	*	SEA MINE IN OTHER POSITION
1.X.5.2.2.5.1	S	*	U	*	WM	OD	--	**	**	*	SEA MINE IN OTHER POSITION (DEALT)
1.X.5.3	S	*	U	*	WD	--	--	**	**	*	UNDERWATER DECOY
1.X.5.3.1	S	*	U	*	WD	M-	--	**	**	*	SEA MINE DECOY
1.X.5.4	S	*	U	*	N-	--	--	**	**	*	NON-SUBMARINE
1.X.5.4.1	S	*	U	*	ND	--	--	**	**	*	DIVER
1.X.5.4.2	S	*	U	*	NB	--	--	**	**	*	BOTTOM RETURN/NOMBO
1.X.5.4.2.1	S	*	U	*	NB	S-	--	**	**	*	SEABED INSTALLATION/ MANMADE
1.X.5.4.2.2	S	*	U	*	NB	R-	--	**	**	*	SEABED ROCK/STONE, OBSTACLE, OTHER
1.X.5.4.2.3	S	*	U	*	NB	W-	--	**	**	*	WRECK
1.X.5.4.3	S	*	U	*	NM	--	--	**	**	*	MARINE LIFE
1.X.5.4.4	S	*	U	*	NA	--	--	**	**	*	SEA ANOMALY

APPENDIX B

TABLE B-VIII. Warfighting symbol codes - special operation forces.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY	ORDER OF BATTLE	DESCRIPTION
1.X.6	S	*	F	*	--	--	--	**	**	*	SPECIAL OPERATIONS FORCES (SOF) TRACK
1.X.6.1	S	*	F	*	A-	--	--	**	**	*	AVIATION
1.X.6.1.1	S	*	F	*	AF	--	--	**	**	*	FIXED WING
1.X.6.1.1.1	S	*	F	*	AF	A-	--	**	**	*	ATTACK
1.X.6.1.1.2	S	*	F	*	AF	K-	--	**	**	*	REFUEL
1.X.6.1.1.3	S	*	F	*	AF	U-	--	**	**	*	UTILITY
1.X.6.1.1.3.1	S	*	F	*	AF	UL	--	**	**	*	UTILITY (LIGHT)
1.X.6.1.1.3.2	S	*	F	*	AF	UM	--	**	**	*	UTILITY (MEDIUM)
1.X.6.1.1.3.3	S	*	F	*	AF	UH	--	**	**	*	UTILITY (HEAVY)
1.X.6.1.2	S	*	F	*	AV	--	--	**	**	*	VSTOL
1.X.6.1.3	S	*	F	*	AH	--	--	**	**	*	HELICOPTER
1.X.6.1.3.1	S	*	F	*	AH	H-	--	**	**	*	COMBAT SEARCH AND RESCUE (CSAR)
1.X.6.1.3.2	S	*	F	*	AH	A-	--	**	**	*	ATTACK
1.X.6.1.3.3	S	*	F	*	AH	U-	--	**	**	*	UTILITY
1.X.6.1.3.3.1	S	*	F	*	AH	UL	--	**	**	*	UTILITY (LIGHT)
1.X.6.1.3.3.2	S	*	F	*	AH	UM	--	**	**	*	UTILITY (MEDIUM)
1.X.6.1.3.3.3	S	*	F	*	AH	UH	--	**	**	*	UTILITY (HEAVY)
1.X.6.2	S	*	F	*	SN	--	--	**	**	*	NAVAL
1.X.6.2.1	S	*	F	*	SN	S-	--	**	**	*	SEAL
1.X.6.2.2	S	*	F	*	SN	U-	--	**	**	*	UNDERWATER DEMOLITION TEAM
1.X.6.2.3	S	*	F	*	SN	B-	--	**	**	*	SPECIAL BOAT
1.X.6.2.4	S	*	F	*	SN	N-	--	**	**	*	SPECIAL SSNR
1.X.6.3	S	*	F	*	G-	--	--	**	**	*	GROUND
1.X.6.3.1	S	*	F	*	GS	--	--	**	**	*	SPECIAL FORCES
1.X.6.3.2	S	*	F	*	GS	R-	--	**	**	*	RANGER
1.X.6.3.3	S	*	F	*	GS	P-	--	**	**	*	PSYCHOLOGICAL OPERATIONS (PSYOP)
1.X.6.3.3.1	S	*	F	*	GS	PA	--	**	**	*	FIXED AVIATION
1.X.6.3.4	S	*	F	*	GC	A-	--	**	**	*	CIVIL AFFAIRS

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY	ORDER OF BATTLE	DESCRIPTION
1.X.6.4	S	*	F	*	GB -- --	**	**	*	SOF SUPPORT

APPENDIX B

TABLE B-IX. Tactical graphics symbol codes.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X	--	--	--	-	--	--	--	--	--	-	TACTICAL GRAPHICS
2.X.1	G	*	T	*	--	--	--	**	**	*	TASKS
2.X.1.1	G	*	T	*	G-	--	--	**	**	*	TASK GRAPHICS
2.X.1.1.1	G	*	T	*	GB	--	--	**	**	*	BLOCK
2.X.1.1.2	G	*	T	*	GH	--	--	**	**	*	BREACH
2.X.1.1.3	G	*	T	*	GY	--	--	**	**	*	BYPASS
2.X.1.1.4	G	*	T	*	GC	--	--	**	**	*	CANALIZE
2.X.1.1.5	G	*	T	*	GX	--	--	**	**	*	CLEAR
2.X.1.1.6	G	*	T	*	GJ	--	--	**	**	*	CONTAIN
2.X.1.1.7	G	*	T	*	GK	--	--	**	**	*	COUNTERATTACK (CATK)
2.X.1.1.7.1	G	*	T	*	GK	F-	--	**	**	*	COUNTERATTACK BY FIRE
2.X.1.1.8	G	*	T	*	GL	--	--	**	**	*	DELAY
2.X.1.1.8.1	G	*	T	*	GL	T-	--	**	**	*	DELAY (UNTIL A SPECIFIED TIME)
2.X.1.1.9	G	*	T	*	GD	--	--	**	**	*	DESTROY
2.X.1.1.10	G	*	T	*	GT	--	--	**	**	*	DISRUPT
2.X.1.1.11	G	*	T	*	GF	--	--	**	**	*	FIX
2.X.1.1.12	G	*	T	*	GA	--	--	**	**	*	FOLLOW AND ASSUME
2.X.1.1.12.1	G	*	T	*	GA	S-	--	**	**	*	FOLLOW AND SUPPORT
2.X.1.1.13	G	*	T	*	GI	--	--	**	**	*	INTERDICT
2.X.1.1.14	G	*	T	*	GE	--	--	**	**	*	ISOLATE
2.X.1.1.15	G	*	T	*	GN	--	--	**	**	*	NEUTRALIZE
2.X.1.1.16	G	*	T	*	GO	--	--	**	**	*	OCCUPY
2.X.1.1.17	G	*	T	*	GP	--	--	**	**	*	PENETRATE
2.X.1.1.18	G	*	T	*	GR	--	--	**	**	*	RELIEF IN PLACE
2.X.1.1.19	G	*	T	*	GQ	--	--	**	**	*	RETAIN
2.X.1.1.20	G	*	T	*	GM	--	--	**	**	*	RETIREMENT
2.X.1.1.21	G	*	T	*	GS	--	--	**	**	*	SECURE
2.X.1.1.21.1	G	*	T	*	GS	S-	--	**	**	*	SECURITY (SCREEN)
2.X.1.1.21.2	G	*	T	*	GS	G-	--	**	**	*	SECURITY (GUARD)
2.X.1.1.21.3	G	*	T	*	GS	C-	--	**	**	*	SECURITY (COVER)
2.X.1.1.22	G	*	T	*	GZ	--	--	**	**	*	SEIZE

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.1.1.23	G	*	T	*	GW	--	--	**	**	*	WITHDRAW
2.X.1.1.23.1	G	*	T	*	GW	P-	--	**	**	*	WITHDRAW UNDER PRESSURE
2.X.2	G	*	C	*	--	--	--	**	**	*	CONTROL MEASURES
2.X.2.1	G	*	C	*	M-	--	--	**	**	*	MANEUVER GRAPHICS
2.X.2.1.1	G	*	C	*	MG	--	--	**	**	*	GENERAL MANEUVER GRAPHICS
2.X.2.1.1.1	G	*	C	*	MG	P-	--	**	**	*	POINTS
2.X.2.1.1.1.1	G	*	C	*	MG	PI	--	**	**	*	POINT OF INTEREST
2.X.2.1.1.2	G	*	C	*	MG	L-	--	**	**	*	LINES
2.X.2.1.1.2.1	G	*	C	*	MG	LB	--	**	**	*	BOUNDARIES
2.X.2.1.1.2.1.1	G	*	C	*	MG	LB	G-	**	**	*	GENERAL BOUNDARIES
2.X.2.1.1.2.1.1.1	G	*	C	*	MG	LB	GF	**	**	*	FRIENDLY PRESENT
2.X.2.1.1.2.1.1.2	G	*	C	*	MG	LB	GO	**	**	*	FRIENDLY PLANNED OR ON ORDER
2.X.2.1.1.2.1.1.3	G	*	C	*	MG	LB	GK	**	**	*	ENEMY KNOWN
2.X.2.1.1.2.1.1.4	G	*	C	*	MG	LB	GS	**	**	*	ENEMY SUSPECTED OR TEMPLATED
2.X.2.1.1.2.1.2	G	*	C	*	MG	LB	L-	**	**	*	LATERAL BOUNDARY
2.X.2.1.1.2.1.3	G	*	C	*	MG	LB	F-	**	**	*	FORWARD BOUNDARY
2.X.2.1.1.2.1.4	G	*	C	*	MG	LB	R-	**	**	*	REAR BOUNDARY
2.X.2.1.1.2.2	G	*	C	*	MG	LF	--	**	**	*	FORWARD LINE OF TROOPS (FLOT)
2.X.2.1.1.2.3	G	*	C	*	MG	LL	--	**	**	*	LINE OF CONTACT
2.X.2.1.1.2.4	G	*	C	*	MG	LP	--	**	**	*	PHASE/COORDINATION LINE
2.X.2.1.1.2.5	G	*	C	*	MG	LE	--	**	**	*	BEARING LINE
2.X.2.1.1.2.5.1	G	*	C	*	MG	LE	E-	**	**	*	ELECTRONIC
2.X.2.1.1.2.5.2	G	*	C	*	MG	LE	A-	**	**	*	ACOUSTIC
2.X.2.1.1.2.5.3	G	*	C	*	MG	LE	T-	**	**	*	TORPEDO
2.X.2.1.1.2.5.4	G	*	C	*	MG	LE	O-	**	**	*	ELECTRO-OPTICAL INTERCEPT
2.X.2.1.1.3	G	*	C	*	MG	A-	--	**	**	*	AREAS
2.X.2.1.1.3.1	G	*	C	*	MG	AU	--	**	**	*	UNSPECIFIED AREA
2.X.2.1.1.3.1.1	G	*	C	*	MG	AU	A-	**	**	*	GENERAL AREA
2.X.2.1.1.3.1.1.1	G	*	C	*	MG	AU	AF	**	**	*	FRIENDLY
2.X.2.1.1.3.1.1.2	G	*	C	*	MG	AU	AP	**	**	*	FRIENDLY PLANNED/ON ORDER
2.X.2.1.1.3.1.1.3	G	*	C	*	MG	AU	AE	**	**	*	ENEMY KNOWN/CONFIRMED
2.X.2.1.1.3.1.1.4	G	*	C	*	MG	AU	AS	**	**	*	ENEMY SUSPECTED/TEMPLATED
2.X.2.1.1.3.1.2	G	*	C	*	MG	AU	B-	**	**	*	ASSEMBLY AREA

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.1.1.3.1.2.1	G	*	C	*	MG	AU	BO	**	**	*	OCCUPIED
2.X.2.1.1.3.1.2.2	G	*	C	*	MG	AU	BM	**	**	*	OCCUPIED BY MULTIPLE UNITS
2.X.2.1.1.3.1.2.3	G	*	C	*	MG	AU	BR	**	**	*	PROPOSED/ON ORDER
2.X.2.1.1.3.2	G	*	C	*	MG	AS	--	**	**	*	SPECIFIED AREA
2.X.2.1.1.3.2.1	G	*	C	*	MG	AS	D-	**	**	*	DROP ZONE
2.X.2.1.1.3.2.2	G	*	C	*	MG	AS	E-	**	**	*	EXTRACTION ZONE
2.X.2.1.1.3.2.3	G	*	C	*	MG	AS	L-	**	**	*	LANDING ZONE
2.X.2.1.1.3.2.4	G	*	C	*	MG	AS	P-	**	**	*	PICKUP ZONE
2.X.2.1.1.3.2.5	G	*	C	*	MG	AS	S-	**	**	*	SEARCH ZONE/RECONNAISSANCE AREA
2.X.2.1.1.3.2.6	G	*	C	*	MG	AS	M-	**	**	*	LIMITED ACCESS AREA
2.X.2.1.1.3.2.7	G	*	C	*	MG	AS	G-	**	**	*	ENGAGEMENT AREA
2.X.2.1.1.3.2.8	G	*	C	*	MG	AS	F-	**	**	*	FORTIFIED AREA
2.X.2.1.2	G	*	C	*	MA	--	--	**	**	*	AVIATION MANEUVER GRAPHICS
2.X.2.1.2.1	G	*	C	*	MA	A-	--	**	**	*	AVIATION POINTS
2.X.2.1.2.1.1	G	*	C	*	MA	AP	--	**	**	*	AIR CONTROL POINT
2.X.2.1.2.1.2	G	*	C	*	MA	AC	--	**	**	*	COMMUNICATIONS CHECKPOINT (CCP)
2.X.2.1.2.1.3	G	*	C	*	MA	AU	--	**	**	*	POP UP POINT
2.X.2.1.2.1.4	G	*	C	*	MA	AD	--	**	**	*	DOWNED AIRCREW PICK UP POINT
2.X.2.1.2.2	G	*	C	*	MA	L-	--	**	**	*	AVIATION LINES
2.X.2.1.2.2.1	G	*	C	*	MA	LC	--	**	**	*	AIR CORRIDOR
2.X.2.1.2.2.2	G	*	C	*	MA	LM	--	**	**	*	MINIMUM RISK ROUTE (MRR)
2.X.2.1.2.2.3	G	*	C	*	MA	LS	--	**	**	*	STANDARD-USE ARMY AIRCRAFT FLIGHT ROUTE (SAAFR)
2.X.2.1.2.2.4	G	*	C	*	MA	LU	--	**	**	*	UNMANNED AERIAL VEHICLE (UAV)
2.X.2.1.2.2.5	G	*	C	*	MA	LL	--	**	**	*	LOW LEVEL TRANSIT ROUTE (LLTR)
2.X.2.1.2.3	G	*	C	*	MA	V-	--	**	**	*	AVIATION AREAS
2.X.2.1.2.3.1	G	*	C	*	MA	VR	--	**	**	*	RESTRICTED OPERATIONS ZONE (ROZ)
2.X.2.1.2.3.2	G	*	C	*	MA	VF	--	**	**	*	FORWARD AREA AIR DEFENSE ZONE (FAADEZ)
2.X.2.1.2.3.3	G	*	C	*	MA	VH	--	**	**	*	HIGH DENSITY AIRSPACE CONTROL ZONE (HIDACZ)

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.1.2.3.4	G	*	C	*	MA	VM	--	**	**	*	MISSILE ENGAGEMENT ZONE (MEZ)
2.X.2.1.2.3.4.1	G	*	C	*	MA	VM	L-	**	**	*	LOW ALTITUDE MEZ
2.X.2.1.2.3.4.2	G	*	C	*	MA	VM	H-	**	**	*	HIGH ALTITUDE MEZ
2.X.2.1.2.3.5	G	*	C	*	MA	VW	--	**	**	*	WEAPONS FREE ZONE
2.X.2.1.3	G	*	C	*	MD	--	--	**	**	*	DECEPTION GRAPHICS
2.X.2.1.3.1	G	*	C	*	MD	D-	--	**	**	*	DUMMY (DECEPTION)(DECOY)
2.X.2.1.3.2	G	*	C	*	MD	A-	--	**	**	*	AXIS OF ADVANCE FOR FEINT
2.X.2.1.3.3	G	*	C	*	MD	B-	--	**	**	*	DECOY INFANTRY BATTALION
2.X.2.1.3.4	G	*	C	*	MD	F-	--	**	**	*	DIRECTION OF ATTACK FOR FEINT
2.X.2.1.3.5	G	*	C	*	MD	M-	--	**	**	*	DECOY MINED AREA
2.X.2.1.3.6	G	*	C	*	MD	Y-	--	**	**	*	DECOY MINED AREA, FENCED
2.X.2.1.3.7	G	*	C	*	MD	N-	--	**	**	*	DUMMY MINEFIELD
2.X.2.1.4	G	*	C	*	MM	--	--	**	**	*	DEFENSE MANEUVER GRAPHICS
2.X.2.1.4.1	G	*	C	*	MM	P-	--	**	**	*	DEFENSE POINT GRAPHIC
2.X.2.1.4.1.1	G	*	C	*	MM	PT	--	**	**	*	TARGET REFERENCE POINT (TRP)
2.X.2.1.4.1.2	G	*	C	*	MM	PB	--	**	**	*	BATTLE POSITION
2.X.2.1.4.1.2.1	G	*	C	*	MM	PB	O-	**	**	*	OCCUPIED (BATTALION SIZED UNIT)
2.X.2.1.4.1.2.2	G	*	C	*	MM	PB	P-	**	**	*	PREPARED "(P)" BUT NOT OCCUPIED
2.X.2.1.4.1.2.3	G	*	C	*	MM	PB	L-	**	**	*	PLANNED
2.X.2.1.4.1.3	G	*	C		MM	PS	--	**	**	*	STRONG POINT (SP)
2.X.2.1.4.1.3.1	G	*	C	*	MM	PS	F-	**	**	*	FRIENDLY
2.X.2.1.4.1.3.2	G	*	C	*	MM	PS	E-	**	**	*	ENEMY KNOWN AND CONFIRMED
2.X.2.1.4.1.4	G	*	C	*	MM	PO	--	**	**	*	OBSERVATION POST/OUTPOST
2.X.2.1.4.1.4.1	G	*	C	*	MM	PO	C-	**	**	*	COMBAT OUTPOST
2.X.2.1.4.1.4.2	G	*	C	*	MM	PO	R-	**	**	*	OBSERVATION POST OCCUPIED BY DISMOUNTED SCOUTS OR RECONNAISSANCE
2.X.2.1.4.1.4.3	G	*	C	*	MM	PO	F-	**	**	*	FORWARD OBSERVER POSITION
2.X.2.1.4.1.4.4	G	*	C	*	MM	PO	S-	**	**	*	SENSOR OUTPOST/LISTENING POST (OP/LP)
2.X.2.1.4.1.4.5	G	*	C	*	MM	PO	N-	**	**	*	NBC OBSERVATION POST (DISMOUNTED)
2.X.2.1.4.2	G	*	C	*	MM	D-	--	**	**	*	DEFENSE LINE GRAPHIC

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.1.4.2.1	G	*	C	*	MM	DF	--	**	**	*	FORWARD EDGE OF BATTLE AREA (FEBA)
2.X.2.1.4.2.1.1	G	*	C	*	MM	DF	A-	**	**	*	ACTUAL TRACE OF THE FEBA
2.X.2.1.4.2.1.2	G	*	C	*	MM	DF	P-	**	**	*	PROPOSED OR ON ORDER TRACE OF THE FEBA
2.X.2.1.4.2.2	G	*	C	*	MM	DP	--	**	**	*	PRINCIPLE DIRECTION OF FIRE
2.X.2.1.4.3	G	*	C	*	MM	A-	--	**	**	*	DEFENSE AREA GRAPHIC
2.X.2.1.4.3.1	G	*	C	*	MM	AE	--	**	**	*	ENGAGEMENT AREA
2.X.2.1.5	G	*	C	*	MO	--	--	**	**	*	OFFENSE MANEUVER GRAPHIC
2.X.2.1.5.1	G	*	C	*	MO	P-	--	**	**	*	OFFENSE POINT GRAPHIC
2.X.2.1.5.1.1	G	*	C	*	MO	PD	--	**	**	*	POINT OF DEPARTURE
2.X.2.1.5.2	G	*	C	*	MO	L-	--	**	**	*	OFFENSE LINE GRAPHIC
2.X.2.1.5.2.1	G	*	C	*	MO	LA	--	**	**	*	AXIS OF ADVANCE
2.X.2.1.5.2.1.1	G	*	C	*	MO	LA	F-	**	**	*	FRIENDLY AVIATION
2.X.2.1.5.2.1.2	G	*	C	*	MO	LA	A-	**	**	*	FRIENDLY AIRBORNE
2.X.2.1.5.2.1.3	G	*	C	*	MO	LA	H-	**	**	*	FRIENDLY ATTACK HELICOPTER
2.X.2.1.5.2.1.4	G	*	C	*	MO	LA	S-	**	**	*	FRIENDLY GROUND AXIS OF SUPPORTING ATTACK
2.X.2.1.5.2.1.5	G	*	C	*	MO	LA	M-	**	**	*	FRIENDLY GROUND AXIS OF MAIN ATTACK
2.X.2.1.5.2.1.6	G	*	C	*	MO	LA	O-	**	**	*	FRIENDLY GROUND AXIS ON ORDER WITH DATE AND TIME (IF KNOWN) EFFECTIVE
2.X.2.1.5.2.1.7	G	*	C	*	MO	LA	E-	**	**	*	ENEMY CONFIRMED
2.X.2.1.5.2.1.8	G	*	C	*	MO	LA	T-	**	**	*	ENEMY TEMPLATED
2.X.2.1.5.2.2	G	*	C	*	MO	LD	--	**	**	*	DIRECTION OF ATTACK
2.X.2.1.5.2.2.1	G	*	C	*	MO	LD	F-	**	**	*	FRIENDLY AVIATION
2.X.2.1.5.2.2.2	G	*	C	*	MO	LD	Y-	**	**	*	FRIENDLY AVIATION PLANNED OR ON ORDER
2.X.2.1.5.2.2.3	G	*	C	*	MO	LD	E-	**	**	*	ENEMY KNOWN/CONFIRMED AVIATION
2.X.2.1.5.2.2.4	G	*	C	*	MO	LD	T-	**	**	*	TEMPLATED ENEMY AVIATION
2.X.2.1.5.2.2.5	G	*	C	*	MO	LD	G-	**	**	*	ENEMY CONFIRMED/KNOWN GROUND
2.X.2.1.5.2.2.6	G	*	C	*	MO	LD	R-	**	**	*	TEMPLATED ENEMY GROUND

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.1.5.2.2.7	G	*	C	*	MO	LD	S-	**	**	*	FRIENDLY DIRECTION OF SUPPORTING ATTACK
2.X.2.1.5.2.2.8	G	*	C	*	MO	LD	M-	**	**	*	FRIENDLY DIRECTION OF MAIN ATTACK
2.X.2.1.5.2.2.9	G	*	C	*	MO	LD	O-	**	**	*	FRIENDLY PLANNED OR ON ORDER
2.X.2.1.5.2.3	G	*	C	*	MO	LF	--	**	**	*	FINAL COORDINATION LINE
2.X.2.1.5.2.4	G	*	C	*	MO	LI	--	**	**	*	INFILTRATION LINE
2.X.2.1.5.2.5	G	*	C	*	MO	LL	--	**	**	*	LIMIT OF ADVANCE
2.X.2.1.5.2.6	G	*	C	*	MO	LT	--	**	**	*	LINE OF DEPARTURE
2.X.2.1.5.2.7	G	*	C	*	MO	LC	--	**	**	*	LINE OF DEPARTURE/LINE OF CONTACT (LD/LC)
2.X.2.1.5.2.8	G	*	C	*	MO	LP	--	**	**	*	PROBABLE LINE OF DEPLOYMENT (PLD)
2.X.2.1.5.3	G	*	C	*	MO	O-	--	**	**	*	OFFENSE AREA GRAPHIC
2.X.2.1.5.3.1	G	*	C	*	MO	OA	--	**	**	*	ASSAULT POSITION
2.X.2.1.5.3.2	G	*	C	*	MO	OT	--	**	**	*	ATTACK POSITION
2.X.2.1.5.3.2.1	G	*	C	*	MO	OT	F-	**	**	*	FRIENDLY ATTACK POSITION
2.X.2.1.5.3.2.2	G	*	C	*	MO	OT	C-	**	**	*	FRIENDLY OCCUPIED (ONLY IF A UNIT MUST STOP IN THE ATTACK POSITION)
2.X.2.1.5.3.2.3	G	*	C	*	MO	OT	P-	**	**	*	FRIENDLY PLANNED, PROPOSED OR ON ORDER
2.X.2.1.5.3.3	G	*	C	*	MO	OP	--	**	**	*	ATTACK BY FIRE POSITION
2.X.2.1.5.3.4	G	*	C	*	MO	OS	--	**	**	*	SUPPORT BY FIRE POSITION
2.X.2.1.5.3.5	G	*	C	*	MO	OJ	--	**	**	*	OBJECTIVE
2.X.2.1.5.3.6	G	*	C	*	MO	OX	--	**	**	*	PENETRATION BOX
2.X.2.1.6	G	*	C	*	MS	--	--	**	**	*	SPECIAL MANEUVER GRAPHIC
2.X.2.1.6.1	G	*	C	*	MS	G-	--	**	**	*	GENERAL
2.X.2.1.6.1.1	G	*	C	*	MS	GE	--	**	**	*	ENCIRCLEMENT
2.X.2.1.6.1.1.1	G	*	C	*	MS	GE	F-	**	**	*	FRIENDLY
2.X.2.1.6.1.1.2	G	*	C	*	MS	GE	Y-	**	**	*	ENEMY
2.X.2.1.6.1.2	G	*	C	*	MS	GA	--	**	**	*	AMBUSH
2.X.2.1.6.2	G	*	C	*	MS	L-	--	**	**	*	LINE
2.X.2.1.6.2.1	G	*	C	*	MS	LA	--	**	**	*	AIR HEAD

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/ MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.1.6.2.2	G	*	C	*	MS	LB	--	**	**	*	BRIDGEHEAD LINE
2.X.2.1.6.2.3	G	*	C	*	MS	LH	--	**	**	*	HOLDING LINE
2.X.2.1.6.2.4	G	*	C	*	MS	LR	--	**	**	*	RELEASE LINE
2.X.2.1.6.3	G	*	C	*	MS	A-	--	**	**	*	AREA
2.X.2.1.6.3.1	G	*	C	*	MS	AO	--	**	**	*	AREA OF OPERATIONS
2.X.2.1.6.3.2	G	*	C	*	MS	AN	--	**	**	*	NAMED AREA OF INTEREST
2.X.2.1.6.3.3	G	*	C	*	MS	AT	--	**	**	*	TARGETED AREA OF INTEREST
2.X.2.2	G	*	C	*	B-	--	--	**	**	*	MOBILITY/ SURVIVABILITY
2.X.2.2.1	G	*	C	*	BO	--	--	**	**	*	OBSTACLES
2.X.2.2.1.1	G	*	C	*	BO	G-	--	**	**	*	GENERAL
2.X.2.2.1.1.1	G	*	C	*	BO	GB	--	**	**	*	BELT
2.X.2.2.1.1.2	G	*	C	*	BO	GL	--	**	**	*	LINE
2.X.2.2.1.1.3	G	*	C	*	BO	GZ	--	**	**	*	ZONE
2.X.2.2.1.2	G	*	C	*	BO	A-	--	**	**	*	ABATIS
2.X.2.2.1.3	G	*	C	*	BO	AT	--	**	**	*	ANTITANK OBSTACLES
2.X.2.2.1.3.1	G	*	C	*	BO	AT	O-	**	**	*	ANTITANK DITCH
2.X.2.2.1.3.2	G	*	C	*	BO	AT	M-	**	**	*	ANTITANK DITCH REINFORCED WITH ANTITANK MINES
2.X.2.2.1.3.3	G	*	C	*	BO	AT	D-	**	**	*	ANTITANK OBSTACLES, TETRAHEDRONS, DRAGON'S TEETH AND OTHER SIMILAR OBSTACLES
2.X.2.2.1.3.4	G	*	C	*	BO	AT	W-	**	**	*	ANTITANK WALL
2.X.2.2.1.4	G	*	C	*	BO	AB	--	**	**	*	BOOBY TRAP
2.X.2.2.1.5	G	*	C	*	BO	AM	--	**	**	*	MINES
2.X.2.2.1.5.1	G	*	C	*	BO	AM	A-	**	**	*	ANTIPERSONNEL (AP) MINE
2.X.2.2.1.5.2	G	*	C	*	BO	AM	T-	**	**	*	ANTITANK (AT) MINE
2.X.2.2.1.5.3	G	*	C	*	BO	AM	D-	**	**	*	ANTITANK MINE WITH ANTIHANDLING DEVISE
2.X.2.2.1.5.4	G	*	C	*	BO	AM	C-	**	**	*	ANTITANK MINE (ARROW SHOWS EFFECTS) "CLAYMORE MINE"
2.X.2.2.1.5.5	G	*	C	*	BO	AM	U-	**	**	*	UNSPECIFIED MINE
2.X.2.2.1.5.6	G	*	C	*	BO	AM	N-	**	**	*	MINE CLUSTER
2.X.2.2.1.5.7	G	*	C	*	BO	AM	W-	**	**	*	WIDE AREA MINES
2.X.2.2.1.6	G	*	C	*	BO	AI	--	**	**	*	MINEFIELDS

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.2.1.6.1	G	*	C	*	BO	AI	P-	**	**	*	PLANNED MINEFIELD
2.X.2.2.1.6.2	G	*	C	*	BO	AI	C-	**	**	*	COMPLETED MINEFIELD
2.X.2.2.1.6.3	G	*	C	*	BO	AI	L-	**	**	*	ANTIPERSONNEL (AP) MINEFIELD
2.X.2.2.1.6.4	G	*	C	*	BO	AI	G-	**	**	*	ANTITANK (AT) MINEFIELD WITH GAP
2.X.2.2.1.6.5	G	*	C	*	BO	AI	N-	**	**	*	ANTITANK (AT) MINEFIELD
2.X.2.2.1.6.6	G	*	C	*	BO	AI	S-	**	**	*	SCATTERABLE MINES
2.X.2.2.1.6.7	G	*	C	*	BO	AI	H-	**	**	*	ANTIPERSONNEL (AP) MINEFIELD REINFORCED WITH SCATTERABLE WITH SELF-DESTRUCT DATE-TIME-GROUP
2.X.2.2.1.6.8	G	*	C	*	BO	AI	D-	**	**	*	SCATTERABLE MINEFIELD WITH SELF-DESTRUCT DATE-TIME-GROUP
2.X.2.2.1.6.9	G	*	C	*	BO	AI	M-	**	**	*	MINED AREA
2.X.2.2.1.7	G	*	C	*	BO	AV	--	**	**	*	EXECUTED VOLCANO MINEFIELD
2.X.2.2.1.8	G	*	C	*	BO	AE	--	**	**	*	OBSTACLE EFFECT
2.X.2.2.1.8.1	G	*	C	*	BO	AE	B-	**	**	*	BLOCK
2.X.2.2.1.8.2	G	*	C	*	BO	AE	F-	**	**	*	FIX
2.X.2.2.1.8.3	G	*	C	*	BO	AE	T-	**	**	*	TURN
2.X.2.2.1.8.4	G	*	C	*	BO	AE	D-	**	**	*	DISRUPT
2.X.2.2.1.9	G	*	C	*	BO	AF	--	**	**	*	OBSTACLE FREE AREA
2.X.2.2.1.9.1	G	*	C	*	BO	AF	R-	**	**	*	OBSTACLE-RESTRICTED AREA
2.X.2.2.1.10	G	*	C	*	BO	AU	--	**	**	*	UN-EXPLODED ORDINANCE AREA
2.X.2.2.1.11	G	*	C	*	BO	AR	--	**	**	*	ROAD BLOCKS, CRATERS, AND BLOWN BRIDGES
2.X.2.2.1.11.1	G	*	C	*	BO	AR	P-	**	**	*	PLANNED
2.X.2.2.1.11.2	G	*	C	*	BO	AR	E-	**	**	*	EXPLOSIVES, STATE OF READINESS 1
2.X.2.2.1.11.3	G	*	C	*	BO	AR	S-	**	**	*	EXPLOSIVES, STATE OF READINESS 2
2.X.2.2.1.11.4	G	*	C	*	BO	AR	C-	**	**	*	ROADBLOCK COMPLETED
2.X.2.2.1.12	G	*	C	*	BO	AP	--	**	**	*	TRIP WIRE
2.X.2.2.1.13	G	*	C	*	BO	AW	--	**	**	*	WIRE OBSTACLES
2.X.2.2.1.13.1	G	*	C	*	BO	AW	U-	**	**	*	UNSPECIFIED
2.X.2.2.1.13.2	G	*	C	*	BO	AW	S-	**	**	*	SINGLE FENCE
2.X.2.2.1.13.3	G	*	C	*	BO	AW	D-	**	**	*	DOUBLE FENCE

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.2.1.13.4	G	*	C	*	BO	AW	A-	**	**	*	DOUBLE APRON FENCE
2.X.2.2.1.13.5	G	*	C	*	BO	AW	L-	**	**	*	LOW WIRE FENCE
2.X.2.2.1.13.6	G	*	C	*	BO	AW	H-	**	**	*	HIGH WIRE FENCE
2.X.2.2.1.13.7	G	*	C	*	BO	AW	C-	**	**	*	SINGLE CONCERTINA
2.X.2.2.1.13.8	G	*	C	*	BO	AW	B-	**	**	*	DOUBLE STRAND CONCERTINA
2.X.2.2.1.13.9	G	*	C	*	BO	AW	R-	**	**	*	TRIPLE STRAND CONCERTINA
2.X.2.2.2	G	*	C	*	BY	--	--	**	**	*	OBSTACLE BYPASS
2.X.2.2.2.1	G	*	C	*	BY	O-	--	**	**	*	OBSTACLE BYPASS DIFFICULTY
2.X.2.2.2.1.1	G	*	C	*	BY	OE	--	**	**	*	BYPASS EASY
2.X.2.2.2.1.2	G	*	C	*	BY	OD	--	**	**	*	BYPASS DIFFICULT
2.X.2.2.2.1.3	G	*	C	*	BY	OI	--	**	**	*	BYPASS IMPOSSIBLE
2.X.2.2.2.2	G	*	C	*	BY	C-	--	**	**	*	CROSSING SITE/WATER CROSSING
2.X.2.2.2.2.1	G	*	C	*	BY	CA	--	**	**	*	ASSAULT CROSSING AREA
2.X.2.2.2.2.2	G	*	C	*	BY	CB	--	**	**	*	BRIDGE OR GAP
2.X.2.2.2.2.3	G	*	C	*	CY	CF	--	**	**	*	FERRY
2.X.2.2.2.2.4	G	*	C	*	BY	CE	--	**	**	*	FORD/FORD EASY
2.X.2.2.2.2.5	G	*	C	*	BY	CD	--	**	**	*	FORD DIFFICULT
2.X.2.2.2.2.6	G	*	C	*	BY	CL	--	**	**	*	LANE
2.X.2.2.2.2.7	G	*	C	*	BY	CR	--	**	**	*	RAFT SITE
2.X.2.2.2.2.8	G	*	C	*	BY	CG	--	**	**	*	ENGINEER REGULATING POINT
2.X.2.2.3	G	*	C	*	BS	--	--	**	**	*	SURVIVABILITY
2.X.2.2.3.1	G	*	C	*	BS	E-	--	**	**	*	EARTHWORK, SMALL TRENCH OR FORTIFICATION
2.X.2.2.3.2	G	*	C	*	BS	F-	--	**	**	*	FORT
2.X.2.2.3.3	G	*	C	*	BS	L-	--	**	**	*	FORTIFIED LINE
2.X.2.2.3.4	G	*	C	*	BS	E-	--	**	**	*	FOXHOLE, EMPLACEMENT OR WEAPON SITE
2.X.2.2.3.5	G	*	C	*	BS	P-	--	**	**	*	STRONG POINT
2.X.2.2.3.6	G	*	C	*	BS	H-	--	**	**	*	SURFACE SHELTER
2.X.2.2.3.7	G	*	C	*	BS	U-	--	**	**	*	UNDERGROUND SHELTER
2.X.2.2.4	G	*	C	*	BW	--	--	**	**	*	NUCLEAR, BIOLOGICAL AND CHEMICAL GRAPHICS
2.X.2.2.4.1	G	*	C	*	BW	M-	--	**	**	*	MINIMUM SAFE DISTANCE ZONES

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.2.4.2	G	*	C	*	BW	N-	--	**	**	*	NUCLEAR DETONATIONS FRIENDLY GROUND ZERO
2.X.2.2.4.3	G	*	C	*	BW	E-	--	**	**	*	ENEMY KNOWN GROUND ZERO
2.X.2.2.4.4	G	*	C	*	BW	I-	--	**	**	*	ENEMY TEMPLATED
2.X.2.2.4.5	G	*	C	*	BW	F-	--	**	**	*	FRIENDLY PLANNED OR ON-ORDER
2.X.2.2.4.6	G	*	C	*	BW	P-	--	**	**	*	FALLOUT PRODUCING
2.X.2.2.4.7	G	*	C	*	BW	R-	--	**	**	*	RADIOACTIVE AREA
2.X.2.2.4.8	G	*	C	*	BW	C-	--	**	**	*	BIOLOGICALLY CONTAMINATED AREA
2.X.2.2.4.9	G	*	C	*	BW	H-	--	**	**	*	CHEMICALLY CONTAMINATED AREA
2.X.2.2.4.10	G	*	C	*	BW	K-	--	**	**	*	BIOLOGICAL AND CHEMICAL ATTACK, RELEASE EVENTS
2.X.2.2.4.11	G	*	C	*	BW	D-	--	**	**	*	DECONTAMINATION (DECON) POINTS
2.X.2.2.4.11.1	G	*	C	*	BW	DP	--	**	**	*	DECON SITE/POINT (UNSPECIFIED)
2.X.2.2.4.11.2	G	*	C	*	BW	DA	--	**	**	*	ALTERNATE DECON SITE/POINT (UNSPECIFIED)
2.X.2.2.4.11.3	G	*	C	*	BW	DT	--	**	**	*	DECON SITE/POINT (TROOPS)
2.X.2.2.4.11.4	G	*	C	*	BW	DE	--	**	**	*	DECON SITE/POINT (EQUIPMENT)
2.X.2.2.4.11.5	G	*	C	*	BW	DS	--	**	**	*	DECON SITE/POINT (EQUIPMENT AND TROOPS)
2.X.2.2.4.11.6	G	*	C	*	BW	DO	--	**	**	*	DECON SITE/POINT (OPERATIONAL DECON)
2.X.2.2.4.11.7	G	*	C	*	BW	DG	--	**	**	*	DECON SITE/POINT (THOROUGH DECON)
2.X.2.2.4.12	G	*	C	*	BW	R-	--	**	**	*	DOSE RATE CONTOUR LINES
2.X.2.3	G	*	C	*	F-	--	--	**	**	*	FIRE SUPPORT GRAPHICS
2.X.2.3.1	G	*	C	*	FS	--	--	**	**	*	FIRE SUPPORT POINTS
2.X.2.3.1.1	G	*	C	*	FS	T-	--	**	**	*	TARGET
2.X.2.3.1.1.1	G	*	C	*	FS	TP	--	**	**	*	POINT TARGET/SINGLE
2.X.2.3.1.1.2	G	*	C	*	FS	TC	--	**	**	*	CIRCULAR TARGET
2.X.2.3.1.2	G	*	C	*	FS	S-	--	**	**	*	FIRE SUPPORT STATION
2.X.2.3.2	G	*	C	*	FL	--	--	**	**	*	FIRE SUPPORT LINES
2.X.2.3.2.1	G	*	C	*	FL	C-	--	**	**	*	FIRE SUPPORT COORDINATION LINES (FSCL)

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.3.2.2	G	*	C	*	FL	F-	--	**	**	*	COORDINATION FIRE LINE (CFL)
2.X.2.3.2.3	G	*	C	*	FL	T-	--	**	**	*	LINEAR TARGET
2.X.2.3.2.3.1	G	*	C	*	FL	TP	--	**	**	*	FINAL PROTECTIVE FIRE
2.X.2.3.2.4	G	*	C	*	FL	K-	--	**	**	*	SMOKE
2.X.2.3.2.4.1	G	*	C	*	FL	KP	--	**	**	*	PLANNED WITH DESIGNATED TIME SHOWN
2.X.2.3.2.4.2	G	*	C	*	FL	KS	--	**	**	*	SMOKE (ACTUALLY IN PLACE)
2.X.2.3.2.4.3	G	*	C	*	FL	KT	--	**	**	*	LINEAR SMOKE TARGET
2.X.2.3.2.5	G	*	C	*	FL	N-	--	**	**	*	NO FIRE LINE
2.X.2.3.2.6	G	*	C	*	FL	R-	--	**	**	*	RESTRICTED FIRE LINE
2.X.2.3.3	G	*	C	*	FA	--	--	**	**	*	AREA
2.X.2.3.3.1	G	*	C	*	FA	S-	--	**	**	*	FIRE SUPPORT AREA
2.X.2.3.3.2	G	*	C	*	FA	C-	--	**	**	*	AIR SPACE COORDINATION AREA
2.X.2.3.3.3	G	*	C	*	FA	T-	--	**	**	*	AREA TARGET
2.X.2.3.3.4	G	*	C	*	FA	R-	--	**	**	*	SERIES TARGET
2.X.2.3.3.4.1	G	*	C	*	FA	RS	--	**	**	*	SERIES OF TARGETS USING REGULAR TARGETS
2.X.2.3.3.4.2	G	*	C	*	FA	RU	--	**	**	*	SERIES OF TARGETS USING RECTANGULAR TARGETS
2.X.2.3.3.5	G	*	C	*	FA	B-	--	**	**	*	BOMB AREA
2.X.2.3.3.6	G	*	C	*	FA	I-	--	**	**	*	FREE FIRE AREA
2.X.2.3.3.7	G	*	C	*	FA	Z-	--	**	**	*	GROUP OF TARGETS
2.X.2.3.3.7.1	G	*	C	*	FA	ZT	--	**	**	*	GROUP OF TARGETS USING REGULAR TARGETS
2.X.2.3.3.7.2	G	*	C	*	FA	ZU	--	**	**	*	GROUP OF TARGETS USING RECTANGULAR TARGETS
2.X.2.3.3.8	G	*	C	*	FA	N-	--	**	**	*	NO FIRE AREA
2.X.2.3.3.9	G	*	C	*	FA	U-	--	**	**	*	NUCLEAR TARGET
2.X.2.3.3.10	G	*	C	*	FA	D-	--	**	**	*	RESTRICTED FIRE AREA
2.X.2.3.3.11	G	*	C	*	FA	P-	--	**	**	*	POSITION AREA FOR ARTILLERY
2.X.2.4	G	*	C	*	S-	--	--	**	**	*	COMBAT SERVICE SUPPORT
2.X.2.4.1	G	*	C	*	SP	--	--	**	**	*	POINTS
2.X.2.4.1.1	G	*	C	*	SP	A-	--	**	**	*	AMBULANCE EXCHANGE POINT
2.X.2.4.1.2	G	*	C	*	SP	C-	--	**	**	*	CANNIBALIZATION POINT

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.4.1.3	G	*	C	*	SP	Y-	--	**	**	*	CASUALTY COLLECTION POINT
2.X.2.4.1.4	G	*	C	*	SP	T-	--	**	**	*	CIVILIAN COLLECTION POINT
2.X.2.4.1.5	G	*	C	*	SP	D-	--	**	**	*	DETAINEE COLLECTION POINT
2.X.2.4.1.6	G	*	C	*	SP	E-	--	**	**	*	ENEMY PRISONER OF WAR (EPW) COLLECTION POINT
2.X.2.4.1.7	G	*	C	*	SP	L-	--	**	**	*	LOGISTICS RELEASE POINT (LRP)
2.X.2.4.1.8	G	*	C	*	SP	M-	--	**	**	*	MAINTENANCE COLLECTION POINT
2.X.2.4.1.9	G	*	C	*	SP	R-	--	**	**	*	REARM, REFUEL AND RESUPPLY POINT
2.X.2.4.1.10	G	*	C	*	SP	U-	--	**	**	*	REFUEL ON THE MOVE (ROM) POINT
2.X.2.4.1.11	G	*	C	*	SP	O-	--	**	**	*	TRAFFIC CONTROL POST (TCP)
2.X.2.4.1.12	G	*	C	*	SP	I-	--	**	**	*	TRAILER TRANSFER POINT
2.X.2.4.1.13	G	*	C	*	SP	N-	--	**	**	*	UNIT MAINTENANCE COLLECTION POINT
2.X.2.4.1.14	G	*	C	*	SP	Q-	--	**	**	*	SUPPLY POINTS
2.X.2.4.1.14.1	G	*	C	*	SP	QT	--	**	**	*	GENERAL
2.X.2.4.1.14.2	G	*	C	*	SP	QA	--	**	**	*	CLASS I
2.X.2.4.1.14.3	G	*	C	*	SP	QB	--	**	**	*	CLASS II
2.X.2.4.1.14.4	G	*	C	*	SP	QC	--	**	**	*	CLASS III
2.X.2.4.1.14.5	G	*	C	*	SP	QD	--	**	**	*	CLASS IV
2.X.2.4.1.14.6	G	*	C	*	SP	QE	--	**	**	*	CLASS V
2.X.2.4.1.14.7	G	*	C	*	SP	QF	--	**	**	*	CLASS VI
2.X.2.4.1.14.8	G	*	C	*	SP	QG	--	**	**	*	CLASS VII
2.X.2.4.1.14.9	G	*	C	*	SP	QH	--	**	**	*	CLASS VIII
2.X.2.4.1.14.10	G	*	C	*	SP	QI	--	**	**	*	CLASS IX
2.X.2.4.1.14.11	G	*	C	*	SP	QJ	--	**	**	*	CLASS X
2.X.2.4.1.15	G	*	C	*	SP	M-	--	**	**	*	AMMUNITION POINTS
2.X.2.4.1.15.1	G	*	C	*	SP	MA	--	**	**	*	ASP
2.X.2.4.1.15.2	G	*	C	*	SP	MT	--	**	**	*	ATP
2.X.2.4.2	G	*	C	*	SL	--	--	**	**	*	LINES
2.X.2.4.2.1	G	*	C	*	SL	C-	--	**	**	*	CONVOYS
2.X.2.4.2.1.1	G	*	C	*	SL	CM	--	**	**	*	MOVING CONVOY
2.X.2.4.2.1.2	G	*	C	*	SL	CH	--	**	**	*	HALTED CONVOY

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.4.2.2	G	*	C	*	SL	R-	--	**	**	*	SUPPLY ROUTES
2.X.2.4.2.2.1	G	*	C	*	SL	RM	--	**	**	*	MAIN SUPPLY ROUTE
2.X.2.4.2.2.2	G	*	C	*	SL	RA	--	**	**	*	ALTERNATE SUPPLY ROUTE
2.X.2.4.2.2.3	G	*	C	*	SL	RO	--	**	**	*	ONE-WAY TRAFFIC
2.X.2.4.2.2.4	G	*	C	*	SL	RT	--	**	**	*	ALTERNATING TRAFFIC
2.X.2.4.2.2.5	G	*	C	*	SL	RW	--	**	**	*	TWO-WAY TRAFFIC
2.X.2.4.3	G	*	C	*	SA	--	--	**	**	*	AREA
2.X.2.4.3.1	G	*	C	*	SA	D-	--	**	**	*	DETAINEE HOLDING AREA
2.X.2.4.3.2	G	*	C	*	SA	P-	--	**	**	*	ENEMY PRISONER OF WAR (EPW) HOLDING AREA
2.X.2.4.3.3	G	*	C	*	SA	R-	--	**	**	*	FORWARD ARMING AND REFUELING AREA (FARP)
2.X.2.4.3.4	G	*	C	*	SA	H-	--	**	**	*	REFUGEE HOLDING AREA
2.X.2.4.3.5	G	*	C	*	SA	T-	--	**	**	*	SUPPORT AREAS
2.X.2.4.3.5.1	G	*	C	*	SA	TB	--	**	**	*	BRIGADE (BSA)
2.X.2.4.3.5.2	G	*	C	*	SA	TD	--	**	**	*	DIVISION (DSA)
2.X.2.4.3.5.3	G	*	C	*	SA	TR	--	**	**	*	REGIMENTAL (RSA)
2.X.2.5	G	*	C	*	O-	--	--	**	**	*	COMMAND AND CONTROL
2.X.2.5.1	G	*	C	*	OG	--	--	**	**	*	GENERAL OR UNSPECIFIED POINT
2.X.2.5.1.1	G	*	C	*	OG	C-	--	**	**	*	CHECKPOINT
2.X.2.5.1.2	G	*	C	*	OG	P-	--	**	**	*	CONTACT POINT
2.X.2.5.1.3	G	*	C	*	OG	T-	--	**	**	*	COORDINATION POINT
2.X.2.5.1.4	G	*	C	*	OG	D-	--	**	**	*	DECISION POINT
2.X.2.5.1.5	G	*	C	*	OG	L-	--	**	**	*	LINKUP POINT
2.X.2.5.1.6	G	*	C	*	OG	N-	--	**	**	*	PASSAGE POINT
2.X.2.5.1.7	G	*	C	*	OG	R-	--	**	**	*	RALLY POINT
2.X.2.5.1.8	G	*	C	*	OG	S-	--	**	**	*	RELEASE POINT
2.X.2.5.1.9	G	*	C	*	OG	I-	--	**	**	*	START POINT
2.X.2.5.1.10	G	*	C	*	OG	W-	--	**	**	*	WAY POINT
2.X.2.5.2	G	*	C	*	OL	--	--	**	**	*	LINE
2.X.2.5.2.1	G	*	C	*	OL	N-	--	**	**	*	LIGHT LINE
2.X.2.5.2.2	G	*	C	*	OL	P-	--	**	**	*	PHASE LINE
2.X.2.5.3	G	*	C	*	OA	--	--	**	**	*	AREA

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.5.3.1	G	*	C	*	OA	Z-	--	**	**	*	AIRFIELD ZONE
2.X.3	G	*	O	*	--	--	--	**	**	*	OPERATIONS OTHER THAN WAR
2.X.3.1	G	*	O	*	V-	--	--	**	**	*	VIOLENT ACTIVITIES (DEATH CAUSING)
2.X.3.1.1	G	*	O	*	VA	--	--	**	**	*	ARSON/FIRE
2.X.3.1.2	G	*	O	*	VR	--	--	**	**	*	ARTILLERY/ARTILLERY FIRE
2.X.3.1.3	G	*	O	*	VM	--	--	**	**	*	ASSASSINATION/MURDER/ EXECUTION
2.X.3.1.4	G	*	O	*	VB	--	--	**	**	*	BOMB/BOMBING
2.X.3.1.5	G	*	O	*	VY	--	--	**	**	*	BOOBYTRAP
2.X.3.1.6	G	*	O	*	VD	--	--	**	**	*	DRIVE BY SHOOTING
2.X.3.1.7	G	*	O	*	VI	--	--	**	**	*	INDIRECT FIRE (UNSPECIFIED TYPE)
2.X.3.1.8	G	*	O	*	VM	--	--	**	**	*	MORTAR/MORTAR FIRE
2.X.3.1.9	G	*	O	*	VK	--	--	**	**	*	ROCKET/ROCKET FIRE
2.X.3.1.10	G	*	O	*	VS	--	--	**	**	*	SNIPING
2.X.3.1.11	G	*	O	*	VP	--	--	**	**	*	POISONING
2.X.3.1.12	G	*	O	*	VB	--	--	**	**	*	AMBUSH
2.X.3.1.13	G	*	O	*	VC	--	--	**	**	*	AMBUSH CACHE
2.X.3.1.14	G	*	O	*	VH	--	--	**	**	*	HELICOPTER (CIVILIAN BEING USED BY HOSTILE OR INSURGENTS
2.X.3.1.15	G	*	O	*	VF	--	--	**	**	*	HOSTILE OR INSURGENT MOTORIZED INFANTRY
2.X.3.1.16	G	*	O	*	VO	--	--	**	**	*	HOSTILE OR INSURGENT INFANTRY
2.X.3.1.17	G	*	O	*	VL	--	--	**	**	*	RECONNAISSANCE/SURVEILLANCE
2.X.3.1.18	G	*	O	*	VX	--	--	**	**	*	SIGNAL/RADIO STATION
2.X.3.1.19	G	*	O	*	VZ	--	--	**	**	*	SUPPLY CACHE
2.X.3.2	G	*	O	*	L-	--	--	**	**	*	LOCATIONS
2.X.3.2.1	G	*	O	*	LB	--	--	**	**	*	BLACK LIST LOCATION
2.X.3.2.2	G	*	O	*	LG	--	--	**	**	*	GRAY LIST LOCATION
2.X.3.2.3	G	*	O	*	LW	--	--	**	**	*	WHITE LIST LOCATION
2.X.3.3	G	*	O	*	P-	--	--	**	**	*	OPERATIONS
2.X.3.3.1	G	*	O	*	PR	--	--	**	**	*	ROAD BLOCK
2.X.3.3.1.1	G	*	O	*	PR	B-	--	**	**	*	ROAD BLOCK (UNDER CONSTRUCTION)

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.3.3.2	G	*	O	*	PT	--	--	**	**	*	PATROLLING
2.X.3.3.3	G	*	O	*	PC	--	--	**	**	*	RECRUITMENT (WILLING)
2.X.3.3.3.1	G	*	O	*	PC	U-	--	**	**	*	RECRUITMENT (UNWILLING)
2.X.3.3.4	G	*	O	*	PD	--	--	**	**	*	DEMONSTRATION
2.X.3.3.5	G	*	O	*	PM	--	--	**	**	*	MINELAYING
2.X.3.3.6	G	*	O	*	PH	--	--	**	**	*	PSYCHOLOGICAL OPERATIONS (PSYOP)
2.X.3.3.6.1	G	*	O	*	PH	Y-	--	**	**	*	PSYOP (TV AND RADIO PROPAGANDA)
2.X.3.3.6.2	G	*	O	*	PH	W-	--	**	**	*	PSYOP (WRITTEN PROPAGANDA)
2.X.3.3.6.3	G	*	O	*	PH	G-	--	**	**	*	WRITTEN PROPAGANDA
2.X.3.3.6.4	G	*	O	*	PH	T-	--	**	**	*	HOUSE-TO-HOUSE PROPAGANDA
2.X.3.3.7	G	*	O	*	PF	--	--	**	**	*	FORAGING/SEARCHING
2.X.3.3.8	G	*	O	*	PS	--	--	**	**	*	SPYING
2.X.3.3.9	G	*	O	*	PF	--	--	**	**	*	FOOD DISTRIBUTION
2.X.3.3.10	G	*	O	*	PI	--	--	**	**	*	MEDICAL TREATMENT
2.X.3.3.11	G	*	O	*	PE	--	--	**	**	*	ELECTRONIC WARFARE INTERCEPT
2.X.3.3.12	G	*	O	*	PX	--	--	**	**	*	EXTORTION
2.X.3.3.13	G	*	O	*	PJ	--	--	**	**	*	HIJACKING
2.X.3.3.13.1	G	*	O	*	PJ	V-	--	**	**	*	HIJACKING (VEHICLE)
2.X.3.3.13.2	G	*	O	*	PJ	A-	--	**	**	*	HIJACKING (AIRPLANE)
2.X.3.3.13.3	G	*	O	*	PJ	B-	--	**	**	*	HIJACKING (BOAT)
2.X.3.3.14	G	*	O	*	PK	--	--	**	**	*	KIDNAPING
2.X.3.3.15	G	*	O	*	PA	--	--	**	**	*	ARREST
2.X.3.3.16	G	*	O	*	PO	--	--	**	**	*	DRUG OPERATION
2.X.3.4	G	*	O	*	I-	--	--	**	**	*	ITEMS
2.X.3.4.1	G	*	O	*	IR	--	--	**	**	*	REFUGEES
2.X.3.4.2	G	*	O	*	IS	--	--	**	**	*	SAFE HOUSE HOSTILE
2.X.3.4.3	G	*	O	*	IG	--	--	**	**	*	GRAFFITI
2.X.3.4.4	G	*	O	*	IV	--	--	**	**	*	VANDALISM/RAPE/LOOT/ RANSACK/PLUNDER/SACK
2.X.3.4.5	G	*	O	*	IK	--	--	**	**	*	KNOWN INSURGENT VEHICLE
2.X.3.4.6	G	*	O	*	ID	--	--	**	**	*	DRUG VEHICLE

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.3.4.7	G	*	O	*	IF -- --	**	**	*	INTERNAL SECURITY FORCE

APPENDIX B

TABLE B-X. Weather graphics symbol codes.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
3.X	W	*	A	*	--	--	--	**	**	*	WEATHER
3.X.1	W	*	A	*	P-	--	--	**	**	*	PRESSURE SYSTEMS
3.X.1.1	W	*	A	*	PL	--	--	**	**	*	LOW
3.X.1.2	W	*	A	*	PH	--	--	**	**	*	HIGH
3.X.1.3	W	*	A	*	PF	--	--	**	**	*	FRONTAL SYSTEMS
3.X.1.3.1	W	*	A	*	PF	C-	--	**	**	*	COLD FRONT
3.X.1.3.1.1	W	*	A	*	PF	CU	--	**	**	*	UPPER COLD FRONT
3.X.1.3.2	W	*	A	*	PF	W-	--	**	**	*	WARM FRONT
3.X.1.3.2.1	W	*	A	*	PF	WU	--	**	**	*	UPPER WARM FRONT
3.X.1.3.3	W	*	A	*	PF	O-	--	**	**	*	OCCLUDED FRONT
3.X.1.3.4	W	*	A	*	PF	S-	--	**	**	*	STATIONARY FRONT
3.X.1.4	W	*	A	*	PX	--	--	**	**	*	LINES
3.X.1.4.1	W	*	A	*	PX	T-	--	**	**	*	TROUGH LINE
3.X.1.4.2	W	*	A	*	PX	R-	--	**	**	*	RIDGE LINE
3.X.1.4.3	W	*	A	*	PX	S-	--	**	**	*	SQUALL LINE
3.X.2	W	*	A	*	T-	--	--	**	**	*	TURBULENCE
3.X.2.1	W	*	A	*	TL	--	--	**	**	*	LIGHT TURBULENCE
3.X.2.2	W	*	A	*	TM	--	--	**	**	*	MODERATE TURBULENCE
3.X.2.3	W	*	A	*	TS	--	--	**	**	*	SEVERE TURBULENCE
3.X.2.4	W	*	A	*	TE	--	--	**	**	*	EXTREME TURBULENCE
3.X.3	W	*	A	*	I-	--	--	**	**	*	ICING
3.X.3.1	W	*	A	*	IC	--	--	**	**	*	CLEAR ICING
3.X.3.1.1	W	*	A	*	IC	L-	--	**	**	*	LIGHT CLEAR ICING
3.X.3.1.2	W	*	A	*	IC	M-	--	**	**	*	MODERATE CLEAR ICING
3.X.3.1.3	W	*	A	*	IC	S-	--	**	**	*	SEVERE CLEAR ICING
3.X.3.2	W	*	A	*	IR	--	--	**	**	*	RIME ICING
3.X.3.2.1	W	*	A	*	IR	L-	--	**	**	*	LIGHT RIME ICING
3.X.3.2.2	W	*	A	*	IR	M-	--	**	**	*	MODERATE RIME ICING
3.X.3.2.3	W	*	A	*	IR	S-	--	**	**	*	SEVERE RIME ICING
3.X.3.3	W	*	A	*	IM	--	--	**	**	*	MIXED ICING

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
3.X.3.3.1	W	*	A	*	IM	L-	--	**	**	*	LIGHT MIXED ICING
3.X.3.3.2	W	*	A	*	IM	M-	--	**	**	*	MODERATE MIXED ICING
3.X.3.3.3	W	*	A	*	IM	S-	--	**	**	*	SEVERE MIXED ICING
3.X.4	W	*	A	*	W-	--	--	**	**	*	WIND BARB
3.X.4.1	W	*	A	*	WJ	--	--	**	**	*	JET STREAM
3.X.5	W	*	A	*	F-	--	--	**	**	*	FLIGHT RULES
3.X.5.1	W	*	A	*	FI	--	--	**	**	*	INSTRUMENT CEILING
3.X.5.2	W	*	A	*	FV	--	--	**	**	*	VISUAL CEILING
3.X.6	W	*	A	*	C-	--	--	**	**	*	COVERAGE SYMBOLS
3.X.6.1	W	*	A	*	CC	--	--	**	**	*	CLEAR SKY
3.X.6.2	W	*	A	*	CS	--	--	**	**	*	SCATTERED SKY
3.X.6.3	W	*	A	*	CB	--	--	**	**	*	BROKEN SKY
3.X.6.4	W	*	A	*	CW	--	--	**	**	*	OVERCAST WITH BREAKS
3.X.6.5	W	*	A	*	CO	--	--	**	**	*	OVERCAST
3.X.6.6	W	*	A	*	CP	--	--	**	**	*	SKY OBSCURED OR PARTIALLY OBSCURED
3.X.7	W	*	A	*	P-	--	--	**	**	*	PRECIPITATION
3.X.7.1	W	*	A	*	PR	--	--	**	**	*	RAIN
3.X.7.1.1	W	*	A	*	PR	S-	--	**	**	*	RAIN SHOWER
3.X.7.1.2	W	*	A	*	PR	F-	--	**	**	*	FREEZING RAIN
3.X.7.1.3	W	*	A	*	PR	D-	--	**	**	*	DRIZZLE
3.X.7.1.3.1	W	*	A	*	PR	DF	--	**	**	*	FREEZING DRIZZLE
3.X.7.2	W	*	A	*	PS	--	--	**	**	*	SNOW
3.X.7.2.1	W	*	A	*	PS	S-	--	**	**	*	SNOW SHOWERS
3.X.7.2.2	W	*	A	*	PS	G-	--	**	**	*	SNOW GRAINS
3.X.7.3	W	*	A	*	PH	--	--	**	**	*	HAIL
3.X.7.4	W	*	A	*	PI	--	--	**	**	*	ICE PELLETS
3.X.7.5	W	*	A	*	PC	--	--	**	**	*	ICE CRYSTALS
3.X.8	W	*	A	*	S-	--	--	**	**	*	STORMS
3.X.8.1	W	*	A	*	ST	--	--	**	**	*	THUNDERSTORMS
3.X.8.1.1	W	*	A	*	ST	R-	--	**	**	*	THUNDERSTORM WITH RAIN
3.X.8.1.2	W	*	A	*	ST	F-	--	**	**	*	FUNNEL CLOUD/TORNADO/ WATERSPOUT

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
3.X.8.1.3	W	*	A	*	ST	L-	--	**	**	*	LIGHTNING
3.X.8.2	W	*	A	*	SS	--	--	**	**	*	STORM SYSTEMS
3.X.8.2.1	W	*	A	*	SS	T-	--	**	**	*	TROPICAL STORM SYSTEM
3.X.8.2.2	W	*	A	*	SS	H-	--	**	**	*	HURRICANE
3.X.9	W	*	A	*	O-	--	--	**	**	*	OBSTRUCTIONS TO VISIBILITY
3.X.9.1	W	*	A	*	OS	--	--	**	**	*	BLOWING SNOW
3.X.9.2	W	*	A	*	OF	--	--	**	**	*	FOG
3.X.9.2.1	W	*	A	*	OF	F-	--	**	**	*	FREEZING FOG
3.X.9.3	W	*	A	*	OT	--	--	**	**	*	DUST/SAND STORM
3.X.9.4	W	*	A	*	OD	--	--	**	**	*	DUST DEVIL
3.X.9.5	W	*	A	*	OK	--	--	**	**	*	SMOKE
3.X.9.6	W	*	A	*	OH	--	--	**	**	*	HAZE
3.X.9.7	W	*	A	*	OB	--	--	**	**	*	BLOWING DUST OR SAND